



Check out Toy Story 2 on page 60 and then fire up this month's demo disc!

#### **TOY STORY 2**

Playable

Join Buzz Lightuear on his mission to save Woody from the clutch of Al.

### MTV SNOWBOARDING Playable

Try out the training mode and put your trick skills to the test on the Norwegian course.

### **SLED STORM**

Hold on to your hat in this thriller snowmobile racer.

#### **U-RALLY 2** Plauable

Give the Corsican leg a spin - be careful not to end up upside down!

#### NHL CHAMP 2000 Playable

Attack, attack, attack! That's about it reallu...

#### PAC-MAN WORLD

A sneak preview of what's in store.

#### **WORMS ARMAGEDDON Plauable**

A vast arsenal of old favourites and some newcomers to put to good use.

#### CENTIPEDE Playable

Simple enough... Just shoot, shoot!

#### GRAN TURISMO 2

Another look at the game of the month.

#### SPACE DEBRIS Video

A first-look at this space shoot 'em up.

#### **ACE COMBAT 3** Video

A small glimpse of what no. 3 has to offer.

#### DOMINLOAD

Cheats to transfer to a Memory Card yours to keep forever!



# PlayStation













Yet again, we've beaten all other games magazines to the punch. The first review of Gran Turismo 2 in Australia. The game likely to be the biggest title of the year and it's only February. Yes, you might have seen something on Gran Turismo's breathtaking sequel elsewhere, but as Sony personally delivered us the only Australian copy currently in existence, you have to wonder what people are basing their reviews on. One of my friends bought a copy of GT2 in Singapore, for instance, and I know someone else with a US version, and they're certainly different to the one we've reviewed. Turn to page 54 now for the only GT2 review you can really trust. As you can see below, we really got into the part for the Gran(d) occasion.

Other exclusives in this month's issue - not forgetting the Toy Story 2, Pac-Man World and V-Rally 2 demos on the disc - include an interview with President Evil himself, Shinji Mikami, the grave face behind zombie killer chillers Res Evil 3 and Dino Crisis. Find out what evil lies up his sleeve for the future.

Talking of the future, we show you the shape of things to come with a six-page preview of the PlayStation games for 2000 starting on page 40. We detail what all the major players in the PlayStation industry will be offering you, and it's firm proof that the production line is as busy as ever. Fear not, PlayStation games will be coming thick and fast well after PlayStation2 is launched.

Included in those games will be some interesting film licensed titles, as we reveal on page 8: The Matrix, The Blair Witch Project, and even Austin Powers!

At which point I feel compelled to say "Yeah, baby!" and let you get on with reading the mag.



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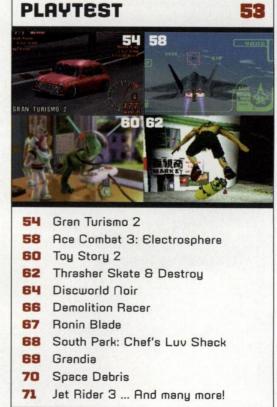
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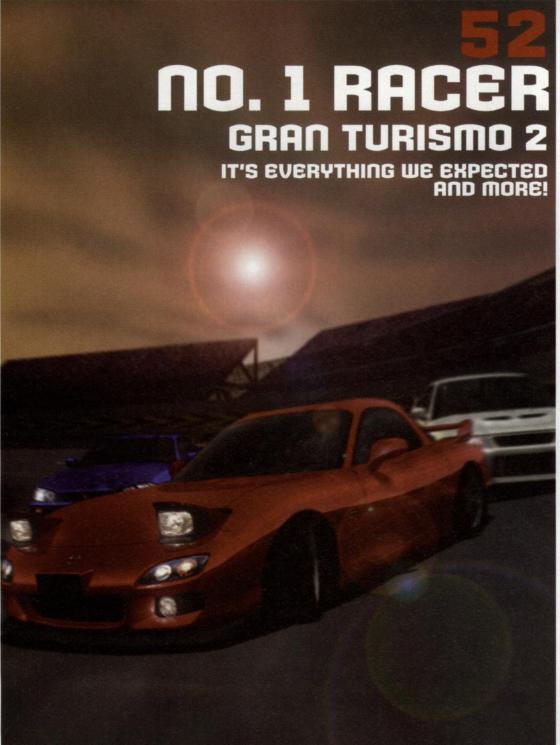




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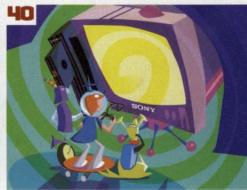
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## AUSTRALIA'S BEST-SELLING VIDEOGAMES MAGAZINE









## **FEATURES**

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be the new buzzwords for gamers as graphics and sound become outdated in terms of rating a game.

Perhaps anticipating this, an increasing number of games publishers are signing up big-name movie licenses. EA recently signed a licensing deal with MGM for the exclusive rights to develop, publish and distribute games based on James Bond. After releasing the disappointing Tomorrow Never Dies, the next title will be a next generation title based on the current hit movie The World Is Not Enough.

"We believe that Bond lends itself well to an array of gameplay elements, from intense stories and characters to action-packed sequences and innovative gadgets," commented Frank Gibeau, vice president of marketing for EA.

An early press release for PS2 included the quote, "Imagine walking into the screen and experiencing a movie in real-time... This is the world we are about to enter."

Perhaps it was more accurate than could ever have been anticipated.

- If The Matrix game is anywhere near as mind-blowing and technologically advanced as the film, we'll be blown away.
- High praise: Wachowski brothers at work on *The Matrix* above Sydney.

  3. Many film-to-game translations in
- the past have been evil, but Austin
- Powers should be shagadelic.

  4. Will Metal Gear guru Hideo Kojima be caught in The Matrix?







# Shock Treatment

By now you've either been scared silly by it, bored to death by it or decided against watching it because you believed all of the scarier-than-The Exorcist hype. The Blair Witch Project is the most successful and profitable independent film ever. Not surprising then that after the initial surge of key rings, T-shirts, posters and other Goth-exploiting merchandise, somebody should come up with the idea of making a game based on the film.

US game publisher The Gathering Of Developers has recently announced that it has acquired the exclusive Blair Witch rights, and that in addition to multiple titles on the PC, there will be at least one game on a "next generation console", namely the cinema-friendly PlayStation2. The first game will be a 3D-action/horror title making use of Terminal Reality's Nocturne engine, a 3D spook-fest recently released on the PC. Details are non-existent as far as the plot goes, but PSM can only assume that the games will not follow the events of the film very closely - the idea of a game where you play one of three campers getting lost and hearing a few strange noises just doesn't

A release date for The Blair Witch Project game has not been announced, but early indications are that it will be timed to coincide with the film's DVD/VHS release in Australia, hopefully late in the year.









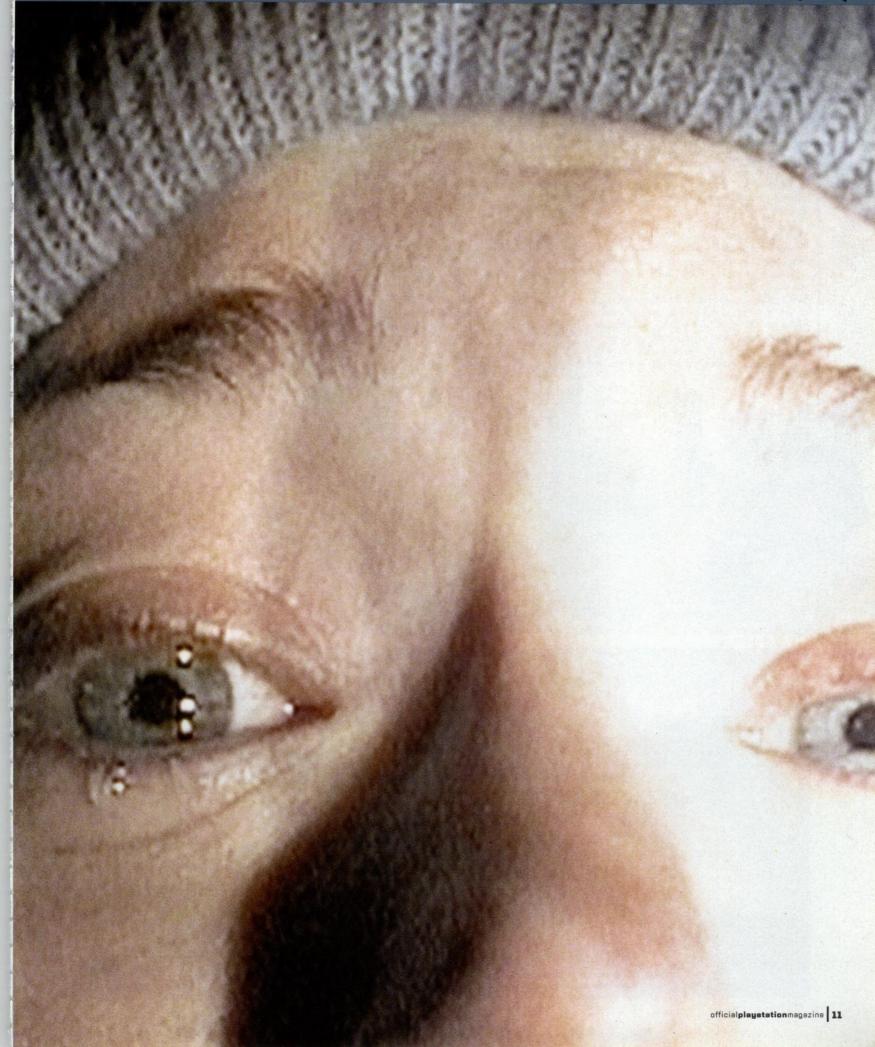






Our tip is that Blair Witch could resemble PC scarea-thon Nocturne.





# Hit Me Baby One More Time Duke Flower

he king of the quip, who fires as much from the lip as the hip, is taking his big gun fun over from GT Interactive to kindred spirits Rockstar Games. Rockstar has taken out a onegame contract that confirms Duke Nukem is heading towards PlayStation2.

According to Duke's guardian and Apogee boss Scott Miller, "Rockstar, like us, wants to break the rules and make a Duke Nukem console game that's as successful and innovative as the Duke PC titles."

Speaking exclusively to PSM, Rockstar boss Sam Houser said, "Duke Nukem on PS2 WILL be the best console version of Duke yet. We pledge to all Duke fans that the game will stay true to the Duke philosophy. It will be full-on action, presented in the much-loved Nukem style and humour. Duke is the Schwarzenegger of videogames. We intend to carry on this tradition with the ultimate action game on the ultimate platform."

Rockstar's star acquisition will be developed coders n-Space, which

responsible for the stunning Duke Nukem: Time To Kill. "We are assembling a really strong team," continued Houser. "We are still pretty early in development (though). You should expect to see that game at some point in 2001."

Duke's last gasp on the PlayStation, Planet Of The Babes, will be previewed next month.







The Schwarzenegger of videogames" in shots of *Duke Nukem Forever* and *Time To Kill.* Expect a mix of both

# Rumble Boxin lings 2000





lists can rest assured. PSM hits the canvas to see which boxing beat 'em up throws the best punches.

Ready 2 Rumble Boxing

**Knockout Kings 2000** 

\$89.95 (NZ\$119.95)

\$79.95 (NZ\$99.95)

**EA Sports** 

Amongst others you'll get Ray Robinson, Muhummad Ali and

Joe Louis to bash

battle after a night mates unexpectedly pop over. If you're looking for realism 2000 would be more

Knockout Kings 2000 is arguably the best boxing sim to date, although the game does have collection but it may the knockout blow.

## Express Delivery

Already well into development and set for an imminent Japanese release is *Chase The Express*. Seemingly springing out of nowhere, Sony Japan developers Sugar And Rockets are beginning to leak details about what promises to be an intriguing game. Set on an express train hurtling across Europe, you join NATO martial artist Jack Morton in his bid to rescue the French Ambassador who has been captured by terrorists.

Joining Jack on his epic journey from St Petersberg to Paris, which takes in 30 cities and visits 12 countries along

and Boris Zugoski, who help him out with the tasks in hand The gameplay is apparently a cross between *Metal Gear Solid* and *Resident Evil*, no doubt, suspense.

A key feature of the game

is the route divergence element, which you use to visit different cities and which should increase the lifespan of the game in terms of replays. There'll also be a search function so you can actually look for items and hidden power-ups, rather than relying on your own, oft-fallible, eagle eyes spotting a brief glint in the corner of a room.

for a PAL version, but it seems



It sounds like an Agatha Christie novel, but with big guns and no Miss Marple.

## One More for the Road

SCI PICH UP AN EKCLUSIVE ITALIAN RACING LICENSE

The publisher of Carmageddon, SCi, is revving its engine after having picked up the license for Italy's Mille Miglia, or 1000-mile race. They're working on a game that'll enable you to participate in stages of the classic race. Players can recreate classic races in legendary cars. Check out the Bugatti 43, Aston Martin Ulster and Ferrari 340 America. Hot wheels, indeed. The Mille Miglia's also infamous as the race in which some of the world's most famous drivers laid down their gloves and challenged each other, including Fangio and Stirling Moss. The game's due for release in the middle of the year.



A sterling, fanging race car gathers no moss. Or something.

# screentest

# SYPHON FILTER

John Woo

Covert operative Gabe Logan tracks Rhoemer and his cohorts around Washington DC defusing bombs containing the deadly Syphon Filter virus. But Rhoemer escapes and holes up in a Kazakhstan missile silo, preparing to launch a viral warhead...

The most naturally cinematic PlayStation game is just gagging for the flailing all-action chutzpah of Mr Woo, who brought us Face Off. The concept ("Imagine a weapon that can target specific demographics, ethnic groups...") is high, as is the one-man army/slo-mo explosion potential. Plenty of exotic, contrasting locations á la Bond, and an always topical staple (terrorism). Cusack's [3] a worthy blend of roughneck action (see Grosse Point Blank) and action-oriented intelligence (Con Air), and it's about time Henriksen [2] pushed his leathery, icy-blooded demeanour into meaty, very, very bad guy territory. Stir in a little kissy-kissy with the comely Ms Carrere [4] and naughty nemesis Jovovich [6], and the quite wonderful Mr Reno []] as the grizzled, barely human strongarm, and behold the international box office frenzy.

Green Light or Development Hell?
Green light, surely. Any screenwriters out there fancy a unique studio exec attention grabber? Send 'em a big box including a treatment, a PlayStation and a copy of the game. And if they don't get their chequebooks out, they are stupid.



Special Agent Gabe Logan: John Cusack (Con Air) Gabe's backup, Agent Lian Xing: Tia Carrere (Wayne's World) Big, bad terrorist maestro Erich Rhoemer: Lance Henriksen

Rhoemer's Russian squeeze/assassin Mara Aramov: Milla Jovovich (The Fifth Element)

Rhoemer's French elite mercenary Anton Girdeaux: Jean Reno (Ronin)

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fogrames signs up Dick astardly and Mutley for a wacky racing experience

egendary duo Dastardly and Mutley are on the way to their premiere appearance on the PlayStation, in Wacky Races, due out in June. Indeed the entire cast of the legendary Saturday morning cartoon will shortly be appearing in the cartoon racer.

The plot of the cartoon, as readers will no doubt remember, hinged on the antics of a disparate group of racers in an assortment of weird and wonderful vehicles. Dastardly and Mutley of course used nefarious means to get the upper hand on their rivals that more often not ended in disaster. Drat and double drat.

In the context of a computer game, giving one team extra abilities would be pointless - everyone would just end up picking the moustached one and his faithful hound. For this game each team has individual abilities. So Pat Pending will have full use of his convert-a-car and the Slag Brothers get to steamroll around in their Bouldermobile, no doubt causing havoc and mayhem. Infogrames is focusing on the comic side of things, so expect the unexpected as well as the familiar shriek of Ms Pitstop, "Hav-velp..."

Still on a cartoon trip, Infogrames is also gearing up an April release for pizza parlour racing game Radikal Bikers. A direct port of the arcade game, in which you play the part of a delivery rider, the PlayStation version promises a whole bunch of new courses spread across the world. Just don't let the pizza get cold, or you'll risk the consumers' wrath.



Even garlic and onion breath is no match for this flamin' enemy.

## Role Playing Star



Expect a role-playing classic as deep as any ocean.

In an endless sea of stars at the edge of the universe, a single fateful encounter is about to take place.

The Gods have hurled a deadly meteorite into an unsuspecting planet, unleashing powerful mysteries worlds will collide into a journey so deep they might

Star Ocean The Second Story is a unique and promising adventure RPG from Enix and should be

The game features three different battle modes, including innovative real-time combat. You can create new items from raw materials, such as powerful weapons, recovery items and food, and master combat deep game; there are 80 different possible endings with a multitude of mini events and an engrossing story.

With so many quality RPGs on their way, role-playing fans screaming for more will soon be spoiled for choice.

## BYTES

SCi has acquired the worldwide videogames rights to cult show Thunderbirds. A glut of games is expected to coincide with the release of the digitally restored series. which should be aired later this year.

Cancom has confirmed plans to release at least five PlayStation2 titles in Japan. The most notable game is the



sequel to Capcom's highly successful survival horror game, Dino Crisis. Sales of Dino Crisis for PlayStation in Japan have exceeded 800,000 units. Other titles announced include Onimusha: Demon Warrior, Street Fighter EX3 and a new Resident Evil game. PSM suspects we might also see PowerStone 2.

**Electronic Arts is putting** its mammoth muscle behind PlayStation2, with around 10 PS2 games expected around launch time. PSM has already played X-Fire, now called Cross Fire, but other obvious games for PS2 include Madden NFL 2000, NBA Live. a new WCW wrestling game, Need For Speed, FIFA and NHI

Sony's Phil Harrison has boasted there will be an astonishing 250 games available when the PlayStation2 launches in Japan on March 4.

Konami and Universal Interactive Studios have joined forces to develop next generation videogames. Universal franchises that are covered in the deal include Jurassic Park, Bruce Lee, Dr Seuss' How the Grinch Stole Christmas and Woody Woodpecker.

Eidos is developing Walt Disney World Racing, a game based on Disney's forthcoming 102 Dalmations and a third Disney title for the PlayStation.

# Star Wars Psygnosis' next *Colony Wars* space shoot 'em up *Red Su*n will be flying to a PlayStation near you very soon. Red Sun is set at the same time as the Vengeance wars, but at the other side of the galaxy where the League and Navy have no presence. This is an epic futuristic adventure spread across 50 non-linear, multiple objective missions and allows players complete freedom to fly and explore the 3D galaxy. There are eight ships with 32 upgradeable weapons. Beginners are catered for with introductory missions and tutorials from non-player characters, while experts will appreciate the improved enemy artificial intelligence during dogfights. We'll have a full preview next month of this promising space shooter.









Despite even more shots of Tekken Tag and Ridge V appearing (and very nice they are tool, PlayStation2 otaku are shooting admiring glances towards Idea Factory's PS2 launch title Sky Surfer, a snowboarding-meets-skydiving title.

With the Tokyo publishers' track record (they're responsible for Spectral Force), it's no wonder Sky Surfer is looking the

The idea is to hurl yourself out of a plane, strapped to a snowboard-like

combos/tricks to get high scores tunnel-style fan keeping you aloft as you (following the on-screen prompts á la Bust A Groove) before ending in a cool landing pose — after opening your chute in time, that is...

At the moment, there are three characters (Onodera Kyouya, Kawara Keiko and Harvey Hamilton) on offer, each with their own special moves and tricks, plus different modes including sky surfing and diving mode, each sending you spiralling through the heavens. A practice plank. You must then pull various mode is also on offer, with a giant wind resembles The Matrix"

run through your airborne repertoire.

Could Acclaim's TrickStyle (the sequel of which is also headed towards PS2) have a rival? We're not sure yet, but Idea Factory isn't putting all its PS2 eggs in one polygonal basket.

While not confirmed for launch, the developers are also beavering away on two other PS2 games - one is a racing sim while the other is a sci-fi action/RPG, which online sources say, "closely

1 Final Fantasy VIII

## Vagrant Story

Developer: Square Japanese release: Out now Australian release: Not announced



Square hasn't been too popular with Tokyo youth due. to the many delays of this epic RPG. Swapping cute Kawai manga graphics for a darker tone, it's set in an earthquake-rayaged city in ruins that has become home to ghosts and spectres. It's a mass of spooky scenarios, puzzles, RPG-style customisation, scrapping and an almost Gothic setting. We're hopeful of a PAL release

## Biohazard: Gun Survivor

Developer: Capcom Japanese release: Out now Australian release: Not announced



Given that it only made its debut at the Tokyo Game Show, it has been a quick turnaround to get this Resimeets-Time Crisis gun blaster ready, but ready it is. In Gun Survivor you actually control your character's movements with the G-Con. Point your gun away from the screen and a squeeze of the trigger sets you moving forward, with the side barrel buttons moving you left and right

## Street Fighter EX2 Plus

Developer: Capcom Japanese release: Out now Australian release: Not announced



Yes! While all eyes were on EX3 for PS2, Capcom delivers another slice of genius with this lovely 3D beat 'em up. New features added to this arcade port include over 20 playable characters, hidden guest stars from Alpha Zero, the ace training mode from EX, plus a too-cool director mode where you can customise backgrounds and camera angles, and save replays to Memory Card.



#### Top 5 - Readers' Fevourites

2 Saga Frontier 2	Square
3 To Heart	Aquaplus
4 Monster Farm 2	Tecmo
5 Chrono Trigger	Square
Top 5 - Sales	
1 Chrono Trigger	Square
2 Saiyugi	Koeil
3 Arc The Lad III	Sony
4 World Soccer Jikkyou Winning Ele	ven 4 Konami

# 5 Fever Sankyo Pachinko Sim Int'l Card System

1 ob 2 - Eagarly Hm	eited
1 Dragon Quest VII	Enix
2 Gran Turismo 2	Sony
3 Chrono Cross	Square
4 Tokimeki Memorial 2	Konami
5 Valkyrie Profile	Enix
Chart annulad to Describ Black	

## Made in Japan



No surprise that Tokyo is ablaze with yet more news of PlayStation2. Not a millisecond goes by without design (it's allegedly based on Ateri's 1993 Falcon console), the games (a PlayStation2 PaRappa isn't planned), and even stock will be available on launch dayl. All fine and dandy, but snippet that we shouldn't

Sony has recently inked a deal with Palm Computing to create a handheld platform that will support Sony's Memory Stick A/V storage device and won't personal organiser. On top million there are still no plans for a European release or a PS2 version.

So where does that leave us? With the coolest Game organiser that could play a mean game of Tekken Tag? using the memory-stuffed Memory Stick, could download, store and even both Sony's on-line network drive? It's possible, and even if

are clearing for the possibility of a

# EAT TWO MINUTE NOODLES UNTIL PAY DAY.

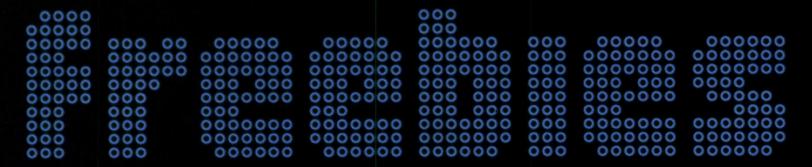
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Control what you spend and you could be eating out. U pre paid mobile. No bills, no contracts to sign and no monthly fees. www.uchoose.com.au

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MOBILE



#### Let's Do Munch

The next instalment in the Oddworld series could be the game that makes millions of people buy a PlayStation2. PSM is giving Oddworld fans the chance to own a rare Munch's Oddysee nack sent over directly from Oddworld Inhabitants in the US. The pack includes a wonderful limited edition Munch's Oddysee T-shirt featuring concept art from the game's designers, plus Oddworld stickers and a glossy Abe print. To win, just name one of Abe's catchphrases from Abe's Oddysee or Exoddus. Send your entries to "Odd Prize".



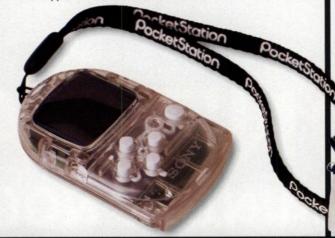
#### Summer Fun

You can't spend all your time indoors with your PlayStation, especially with the gorgeous summer weather. Fortunately, Electronic Arts has supplied us with five summer fun game packs to give away to readers, enabling you to combine your love of gaming with some outdoor activity. Each pack contains a Theme Park World frisbee, a Croc 2 yo-yo, and an EA Sports mini-flying disc. You can try running around in the nuddy, but you'll look more stylish while you throw the frisbee in the park if you wear the WCW Mayhem T-shirt, also included. To win, just name one EA Sports title available on PlayStation. Address your entry to "Spring into Summer".



#### **Pocket Rocket**

It's small, sexy, and in this country, as rare as hen's teeth. The PocketStation proves size doesn't matter! Unfortunately, there's still no official announcement from Sony whether we'll see the PocketStation released outside Japan or a new super handheld will be released in time for the PlayStation2. But you don't have to wait, because PSM is giving readers the chance to be the envy of their PlayStation-loving mates. To win a PocketStation, just tell us in 10 words or less why you must own one. Send to "Pocket Monster".



## Let's Go To My Tomb

Lovely Lara could be yours! Currently starring in the best Tomb Raider game yet, The Last Revelation, Lara just keeps getting better and better. This month we're giving away a copy of the brilliant 10/10 epic that is The Last Revelation, and a Tomb Raider T-shirt, both courtesy of Ozisoft. Plus, we've managed to snaffle this fantastic Lara figurine with luscious Lara in a wet suit. She packs two removable pistols and a harpoon gun, and can be removed from the large display base. To win, just name one of the many real-life models who has enjoyed a stint as the official Lara. Write to "Crafty Crofty".



#### Be The Le Main Man

Le Mans is an accurate simulation of the torturous 24-hour race. If you're a true PlayStation driving freak, you can even play an arduous full 24hour continuous race glued to your joypad or steering wheel. Ozisoft is giving you the chance to show your mettle this month, with a copy of the demanding and realistic Le Mans 24 Hours, plus a Le Mans T-shirt and an attractive Le Mans watch so you can keep track of the time in that 24-hour session. To win, tell us in which country is the famous Le

Mans race held. Address your entry to "Le Mannower"

### COMPETITION WINNERS

MTV Sports: Snowboarding: Scott Penfold (NSW).

B. Jacobs (NSW). Get Shirty: Adele Brazenor (VIC). South Park: Elle Bousles (NSW). Crash Bandicoot: Simon Mullard (NSW). Mambo: Richard Ranko (NSW), Michael Dane (NSW), Renae Law (QLD), Wayne Williams (NT), Jamie Ferguson (QLD). D. Gustield (WA). Star Wars: Episode One: Ms Hussein (NSW), Colin Bruce (SA), Lorraine Orford (NSW), Grant (VIC), Mark Williams (VIC), John Eden (NSW), Matthew Scott (QLD). M.Watts (VIC). Edward Blisczwk (VIC), Garry Drury (NSW), Jesse Hazelman (VIC). Calvin Klein: Ms. Orford (VIC), Richard Rinker (NSW). Grant Dobson (VIC). Darren Fenner (NSW), Trent Main (VIC). Electronic Arts: James Ferguson (QLD). Simon Coster (VIC), C. Lloyd (NSW), Andrew Smith (NSW). Lily McKeown (VIC). Sugar Baby: Natalie Curraw (VIC). Jim Boylan (NSW), Jenny Nicholls (VIC), Ms. King (TAS), M. Watts (VIC), Christopher Hughes (NSW). Tina Lucas (NSW), Angela White (VIC), Richard Rinko (NSW), Troy Lloyd (NSW), Annabel Shaw (VIC), Rachel Goodwin (QLD), Lisa Johns (SA), Katrina Payne (QLD), Scott Hearts (TAS), Joel Freesenor (VIC), Shella Jackman (VIC), Damien Mainwaring (QLD), Cheryl Towers (NSW), Joanne Greenhead (NSW), Alan Welsh (QLD), Julieanne Herron (SA), Damien Gordman (WA), S. Coster (VIC), Ms. Kingston (TAS), Rachael Goodwin (QLD), Ruby Jordan (VIC), Sael (LD), Julieanne Herron (SA), Pamien Gordman (WA), S. Coster (VIC), Jason Shamrock (VIC), Sally Tran (VIC), Shaun McHugh (NSW), Chris Brown (SA), Andrea Fox (VIC) and David Burbidge (SA). Joypads to the World competition in Official Australian PlayStation Xmas Special: Jamie Axelsen (TAS).

HOW TO ENTER

Send all entries to Official PlayStation Magazine, PO Box 4089, Sydney NSW 1028. Please write all answers on the back of the envelope along with your name, address and phone number. Entries for all competitions close February 28, 2000 and winners will be published in the April issue of PSM.



Metal Gear Solid: Totally mesmerising while you play and unforgettable when you're finished. Gran Turismo 2: The most comprehensive driving simulation ever imagined, let alone achieved.

**13** Tekken 3: The perfect beat 'em up. Tomb Raider: The Last Revelation: The perfect

balance of action and exploration starring videogaming's biggest icon.

Resident Evil 2: A terrifyingly brilliant horror legend.

Final Fantasy VIII: One of the most ambitious games ever, marvellously realised.

Wipeout 3: The definitive futuristic racer, with incredible speed and style.

**Driver**: Engaging car-based adventure that's a hoon.

Ape Escape: Imaginative and innovative 3D platformer. Quake II: The best shoot 'em

up ever. Colin McRae Rally: Incredibly

comprehensive and demanding rally simulation.

Time Crisis: The grooviest gun game imaginable.

3 Crash Team Racing: One of the best party games ever.

**1 Gran Turismo**: The amazing simulation would be higher placed if not for its gob-smacking sequel.

Crash Bandicoot 3: Warped:
Everyone's favourite bandicoot in an addictive and stylish platformer.

1 6 Oddworld: Abe's Oddysee: Chock-full of imagination and cleverness

17 Final rance, role-playing game only Final Fantasy VII: Spellbinding bettered by its dazzling sequel.

18 Grand Theft Auto 2: So much fun it should be illegal.

Everybody's Golf: Cute yet amazingly comprehensive golf game.

Spyro 2: Gateway To Glimmer:
Brilliantly balanced and enjoyable platforming action.

Resident Evil 3 Nemesis: A spectacular, gripping and frightening sequel.

22 V-Rally 2: Beautifully balanced churn through.

Tony Hawk's Skateboarding:
Hugely entertaining for skaters and the board-challenged alike.

Micro Machines v3: Hilarious party game with tiny vehicles. 25 Doom: The grand-daddy of all shoot 'em ups is still a blast.

F1 '97: Realistic and immense-26 ly playable F1 simulation.

Dino Crisis: Atmospheric and addictive prehistoric rampage. 28 ISS Pro 98: Unrivalled on the soccer pitch.

**29** Destruction Derby 2: Hilarious and exhilarating smash up derby.

Anna Kournikova's Smash Court Tennis: One of the most addictive multiplayer games ever.

Ridge Racer Type 4: The premier arcade-style racer.

Point Blank 2: Compulsive and giggle-inducing gun shooter.

Shane Warne Cricket '99: against a mate.

Colony Wars: Vengeance: Engaging space combat adventure.

35 Die Hard Trilogy: Three great games for the price of one. **36** *MediEvil:* Humourous shoot 'em up adventure.

43 Soul Reaver: Legacy of Kain:
Detailed storyline and compulsive action.

44 Music 2000: An amazing music creation tool.

45 International Track & Field: sports sim.

46 Syphon Filter: Engrossing shoot 'em up adventure.

NBA Live 2000: The best basketball simulation in the biz. 48 Silent Hill: Stunning scare

49 Need for special very enjoyable racer pitting Need For Speed: High Stakes: you against the cops in Aussie cars.

5 Street Fighter Alpha 3: Perfect 2D beat 'em up.

Bust A Groove: Groovy dancing sim that's hilarious against mates

**Salary** Warzone 2100: Addictive and demanding strategy action.

TOCA 2 Touring Cars: Realistic and fun driving game.

Tomb Raider III: Massive action adventure with loads of appeal. Motorhead: An underrated fast

and futuristic racer. Broken Sword 2: Riveting oldstyle puzzling adventure.

**63** Wild Arms: A classic role-playing game.

Bomberman: Wickedly amusing party game.

FIFA 99: Comprehensive soccer simulation.

3 Croc 2: Better, bigger and prettier than its popular predecessor.

Kensei: Sacred Fist: Quality beat 'em up with loads of depth.

Tenchu: Stealth Assassins Atmospheric ninja sneak 'em up.

6 Knockout Kings 2000: Hard-hitting boxing sim. Bushido Blade: Great sword-

based fighter.

**B** Worms Armageddon: Simple and extremely entertaining.

79 Wu-Tang: Taste The Pain: Stylish beat 'em up action with a killer soundtrack

Book Discworld Noir: Fun and classy point-and-click adventure.

81 Madden NFL 2000: Comprehensive and polished American footy sim.

82 Bloody Roar 2: Bringer of the New Age: Quick and responsive beast of a fighter.

83 MTV Sports: Snowboarding: Free-roaming, trick-orientated snowboarder.

84 Rival Schools: Perfectly balanced beat 'em up great for two players.

85 Alien Trilogy: Atmospheric blaster with face huggers.

Castlevania: Symphony of the 86 Night: Vast and clever.

87 MDK: Original and intelligent

88 Toy Story 2: Polished and varied platform fun.

89 Populous: The Beginning: Will quickly lure you in with its compelling strategy fun.

Porsche Challenge: Combines excellent realism with arcadestyle exhilaration.

Street Fighter EX Plus Alpha: Brilliant beat 'em up action goes 3D.

Syndicate Wars: Superbly atmospheric, challenging and clever strategy action.

Devil Dice: Simple puzzler that will keep you glued to your pad. **94** Pac-Man World: Deservedly high-quality tribute to

videogaming's best character.

Star Wars Episode One: The Phantom Menace: The best film to game conversion ever.

Theme Park: Giddy business sim that's very amusing.

Twisted Metal 2: Lots of detail and non-stop car combat thrills.

**98** Gex 3D: Enter The Gecko: Enjoyable platform action with a charismatic hero.

**99** Warcraft 2: Deep and detailed strategy gem.

Fade To Black:
Atmospheric and gripping

action adventure.



# a ton of stuff...

Got a PlayStation for Chrissy? Congrats. Now next time you go shopping you can start buying your way through Jason Hill's list of the 100 best PlayStation games ever.

Um Jammer Lammy: A rockin' musical treat.

38 G-Police: Weapons Of Justice:
An impressive sequel to a landmark flight sim.

39 Command & Conquer: Classic strategy action.

Duke Nukem: Time To Kill:
Action-packed and wickedly entertaining.

41 Civilization II: One of the best strategy games ever

Circuit Breakers: Hysterically

50 NHL 2000: Almost flawless ice hockey sim.

PaRappa The Rapper: Groundbreaking and still hilariously fun.

52 Alundra: Zelda for the PlayStation – absolutely compulsive action role-player.

Bust A Move 4: A wickedly amusing puzzler against friends. 54 Cool Boarders 3: Superb

55 Rollcage: Fast and fabulous futuristic fare.

64 Vigilante 8: Funky car combat. Super Puzzle Fighter 2: Almost

perfect simple puzzler. Soul Blade: Exciting weapon-based fighter.

Wipeout 2097: And we thought it couldn't be bettered...

68 WWF Attitude: Heaps of fun even if you're not a wrestling nut.

**69** Speed Freaks: Wonderful kart racer.

about. AFL 99: An enjoyable kick-

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OziSoft

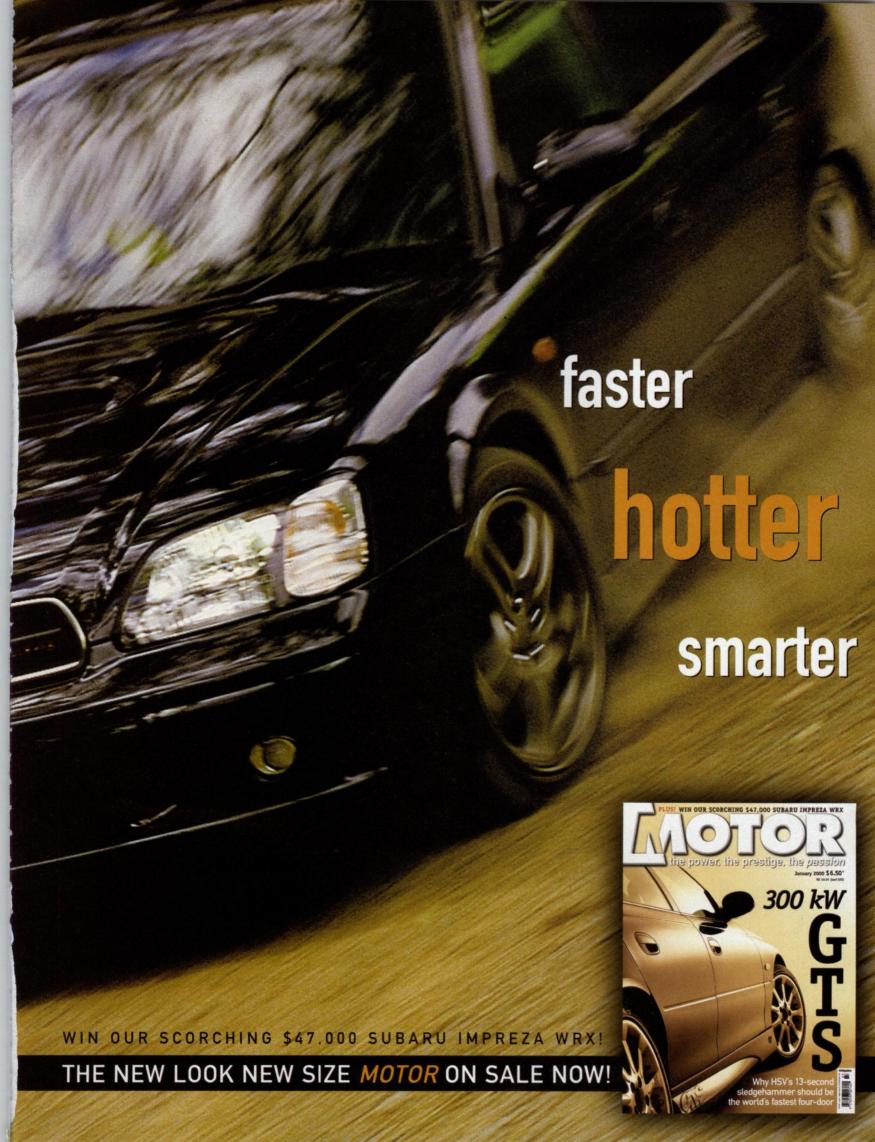
EIDOS



1 X ZOC

Jason Hill embarks on the epic quest to find the best role-playing game ever

BEST RPGS you in quickly, and it won't let go without a troubled by a series of the PlayStation, but suitable for the game. dreams. Alundra discovers his whole world is threatened by an evil more challenging ob-stacles and combat. Less of a game, more a way of life, Beginners might find the combat system initially baffling, though. fl gripping yarn which has you blowing up a reactor, ballling enemies Completion times average Sephiroth... Some of the best, most engaging characters to ever but incredibly, the visuals have almost been by its sequel. cable car, cross-dressing and intiltrating the 10 Driven by the characters Absolutely stunning, you rather than events, and won't believe your eyes. The dazzling graphics. involving storyline and more flexible combal will ever have played. Live it, love it. BES' is lascinating system draw you in instantly, and keep you Squall. 10 GUARDI ANS This is standard RPG tare: smack and search, so nothing to keep you Full of role-playing Loud, bright and garish, Reasonably big, but get through it once and you'll never pick it up again to supposedly please the younger set named Knight, and you have to save a small youngsters (that's age challenged to you - Ed) Typical formula: boy meets evil, boy quests for magical item, boy manufactures bizarre monsters, boy defeats likeable hero, but like Dr Frankenstein, the real nothing special stars are the monsters riddled plot. LEGEND OF MARTIN slightly girlish bloke-champion Toxa the Free Knight, or tomboyish girl-heroine Lacryma the more you will get involved in the unfolding (never—ending) story. time warp. creatures with unusually Not Final Fantasy, but Easy to get into and a Я huge and varied world detailed locations and comming blend of puzzles, and the game has plenty Epic. The game is set engaging, bul strangely named characters – Rudy. Jack and Cecilia – in combat and gripping plot. and Elws laboured, but then came the Demons... an epic quest to defeat the Demons and their powerful Overland.





# COMBATINGCRITICISM

Looking to improve on the original in every way, Rollcage Stage II could be the fastest racing game yet. PSM spoke to producer Dave Perryman.

he news is that the sequel to 1998's Rollcage isn't just more of the same. According to David Perryman, producer of Rollcage Stage II, "It's more like a dozen sequels in one." Rollcage already went some way to shaking up the genre with its gravitydefying vehicles, cool weapons and destructible scenery. Surely that Wipeout-goes-mental formula won't be changing too much, will it?

Well, the basic premise is the same, but as David explains, "Rollcage Stage II expands exponentially on what went before. Some people felt that Rollcage was hard for beginners to pick up.

Indeed it was and thus a new camera system, known as the Stack-O-Cam, has been implemented. The camera realises when you're about to crash and points towards the right direction. Whether this helps to avoid the original's spin-happy crash recoveries remains to be seen. If it does, Rollcage Stage II will be a huge improvement on its predecessor.

Another flaw that has apparently been addressed is your opponents' tendency to gang up and bully you into so much scrap metal. Thankfully, you'll have a particularly effective arsenal at your disposal. For example, a chaingun that "fires out a hail of bullets from the front of your car. If you get a doubled-up

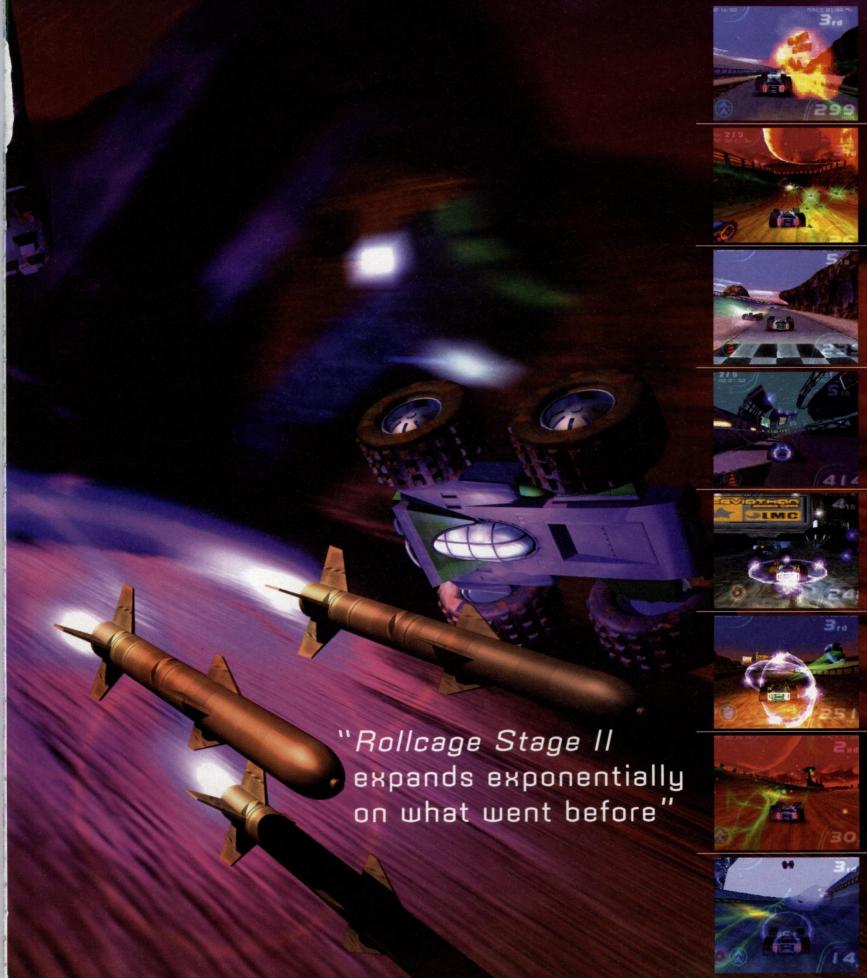
gun, each bullet will find its target." Destructible scenery will be playing an even larger part than before, racking up the points as well as revealing shortcuts and better racing lines. Points scored go towards your final placing in the race, and there's even a game mode dedicated to the art of smashing stuff up.

The longevity of the game should be improved with the addition of 10 other gameplay modes for single and multiplayer.

Potentially the most exciting of the new features is the Scramble Mode, where you have to speed from one end of a course to the other within a set time limit. It might not sound that great but as David explains, "The tracks float in space and have no edges. If you fall off, your car is teleported back to the beginning of the track and then the clock is

The promise of 60 different tracks and an equal amount of vehicles makes Rollcage Stage II an exciting prospect. And if all of the criticisms levelled at the original have been addressed, the adrenaline pumping gameplay should be second to none. You've told them what you want, they've listened, and the new changes will be on the shelves next month. Has ATD done its job? Wait and see...







#### Airpad

Race at full tilt with the Airpad, the latest third party controller to try and tempt PlayStation owners away from their Dual Shocks. Like the recent Evolution controller, Airpad features motion sensor technology. Instead of pressing boring old buttons, you wave the pad around through the air to control the on-screen action. This works well in racing games, but feels horrible for most other game styles, and it's doubtful whether your lap times will increase even after waving the pad around becomes second nature. The flying-saucer design is unusual and you can customise the covers, which should appeal, but the D-pad is small and unresponsive. It's highly customiseable with plenty of program modes, including NeGcon support, although many will find getting the exact right feel is a chore. It costs \$59.95.



#### Sawn-off G-Con™

Go ahead, make your day with the Sawnoff G-Con. You'll look like a real gangster blowing away wave after wave of bad dudes in Time Crisis. The Sawn-off's much more compact size means that you can hide it in your pocket or an ankle holster your siblings will never get a chance. And its light weight means no more arm-ache in those marathon late-night shooting

NB: This is of course another spoof peripheral made up by the wacky functors in the PSM team. Taking a saw to your G-Con is not recommended!

Your fastest lap record in GT is safe, even if the gaming hostess is challenging it...





I know what the best games are and when they'll be in the shops, but when it comes to playing games, I'm only average. I get whipped by my family and friends all the time...

I work for Official PlayStation Magazine, so I must play games all day, right? Wrong. Only some of us have that lucky job in PSM Towers, namely the reviewers, with the rest of us looking on in interest (and envy) as we work

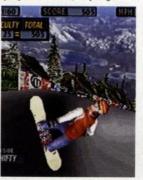


towards getting the magazine finished on time.

Over a month I'd be lucky to rack up a dozen hours of playing time, and most of that is 'social' games playing.

So next time I'm round your house and you drag out the ol' grey box, don't expect to get your ass whipped just because I work for PSM. It's most likely my butt that's going to get whipped...

But if you want to know which are the best new games and when they're going to be released, I'm your girl.



Another good reason to leave the house

March issue out now



Namco reveals new Ridge Racer babe for PlayStation2

igital demigods Namco have controversially dumped the gorgeous Reiko Nagase in favour of an unknown young model called Ai. These are the first shots of the new beauty.

PSM has hired a private investigator to track down Ai's background but so far little has been uncovered. What we do know is that an unofficial Meagan Gollop poll has revealed 90 per cent of PlayStation owners prefer Reiko's flawless beauty to the new model. Here's hoping for a re-think.

Meanwhile, Ridge Racer V for the PlayStation2 is looking even more stunning than Reiko and Ai combined. A Namco spokesman said "Ridge Racer V's smooth, beautiful and outstanding visual images have been achieved through the intense use of Gouraud techniques and the improved 3D polygon rendering power available on the PlayStation2."

Translucent glass, landscapes reflected on the car body and background, a diverse range of lighting effects, tire smoke during hard braking and tail-slides, and sparks from car bodies rubbing each other all vie for attention. You'll also enjoy highly detailed racecourses and buildings, shimmering heat waves, and improved distance perspective, which create an incredibly realistic experience that's looking even better than Gran Turismo 2000. PSM expects Ridge Racer V will be available at the PlayStation2's launch this Spring.





Everything but the girl looks stunning in Ridge Racer V.





SAYS RICHIE YOUNG.

# Return of the Living Dead

## The Second Coming CULT RPG ALUNDRA RETURNS TO THE FRAN

Sony Japan is currently developing the sequel to Psygnosis' role-playing game Alundra for PlayStation. Playable demos

PSM's first impression is a warm-glowy positive one, as although several sources suggest that Working Designs, who

The real question is will Alundra 2's size match that of the first game's, considering the hike in graphical complexity?



Alundra's sequel has been given more than just a lick of pa



Sir Dan's not going to challenge Lara for pin-up status, but he can use his limbs as projectile

# Touch of Evil

Resident Evil's Jill Valentine as played by Australian model Magda.

Name: Magda

Age: 21 (two years Jill's junior)

Born: Prague, Czech Republic Now resides: Sydney, NSW

Height: 178cm (a tad taller than Jill who stands

at a tiny 162cm)
Hair: Brown
Eyes: Green

This month's game girl is an up and coming Australian model known simply as Magda. When *PSM* first spotted Magda we genuinely thought we were in the company of Jill Valentine. Naturally, we proceeded to convince her to pop on some racy *Resident Evil* clobber to become the truly delectable Ms. Valentine for every *PSM* reader to see!

Behold punters, for feisty Jill Valentine has finally been tamed!

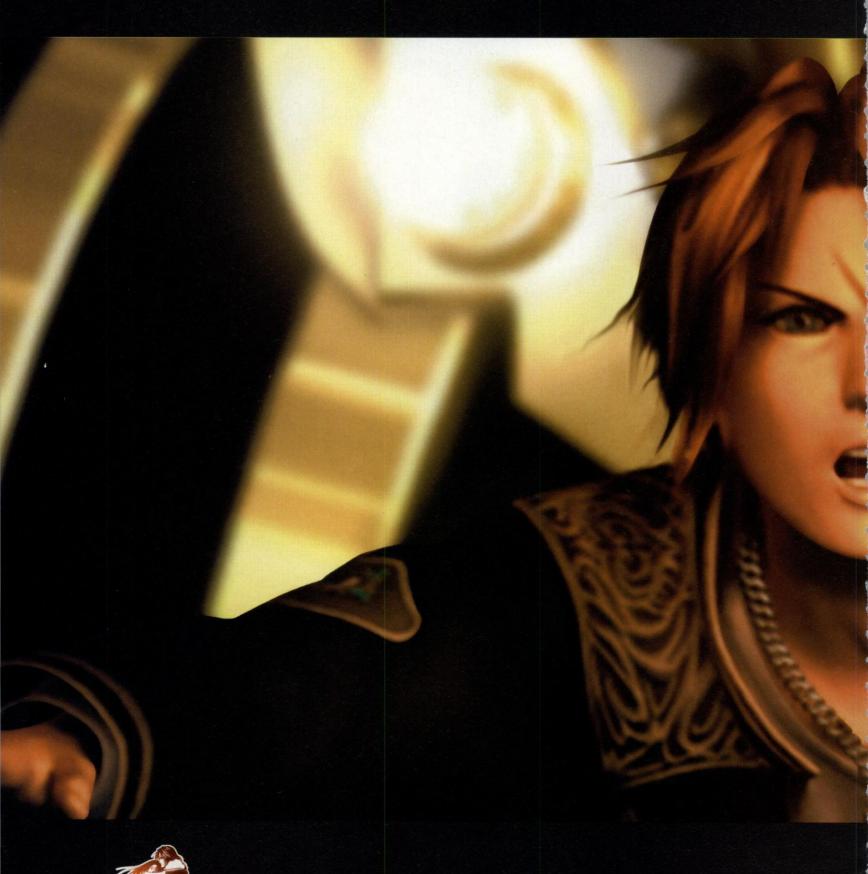
Jill Valentine is the star and heroine of the immensely popular *Resident Evil* games. She is an explosives specialist with the Special Tactics and Rescue Service (S.T.A.R.S) division of the Racoon City Police Department.

Despite Jill's fine figure, she's not one to be underestimated. Jill has endured countless numbers of flesh-eating zombies and has beaten enemies with all odds stacked against her. If a devastating nuclear war were to occur, the only survivors would be Jill and a handful of cockroaches! Not only is she very cute, she's also very

In her latest adventure, Jill faces her biggest obstacle of all – the Nemesis. This thing is decidedly nasty. He's fast, brutal and strong.

As demure and innocent as Jill appears, the Nemesis will stop at nothing with his attacks. Resident Evil 3 is so much fun, you'll want to hop on right in there and take on the Nemesis, but you needn't worry — Jill can take care of herself.

tough...





## SQUARESOFT



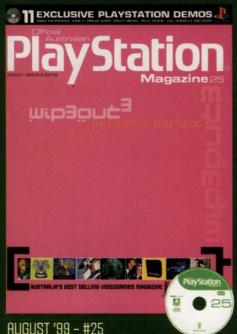


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# BACKISSUES



Disc contents – Anna Kournikova's Smash Court Tennis, Aironauts, Croc 2, Omega Boost, Time Slip, Total Drivin', Opera Of Destruction, Command & Conquer: Red Alert, Kingsley's Adventure video, Speed Freaks video, Prince Naseem Boxing video.



Disc contents – Final Fantasy VIII, Dino Crisis, Quake II, This Is Football, Metal Gear Solid: Special Missions, Tarzan, Legacy of Kain: Soul Reaver, 40 Winks, Crash Team Racing video, Afrika Shox video.



Disc contents - Tony Hawk's Skateboarding, Speed Freaks, Evil Zone, Um Jammer Lammy, Rat Attack, Tanx, Tekken 3, Decaying Orbit, Bugs Bunny: Lost In Time, This Is Soccer video.



Disc contents – Tomb Raider: TLR, Spyro 2: Gateway to Glimmer, Destrega, Millennium Soldier, Killer Loop, Fighting Force 2, Mission: Impossible, Kingsley's Adventure, Championship Motocross, Gran Turismo 2 video, Jimmy White's Cueball video.



Disc contents - Wipeout 3, Point Blank 2, Lego Racers, Um Jammer Lammy, No Fear Downhill Mountain Bike Racing, Final Fantasy VIII video, This Is Soccervideo, 40 Winks video, Mission: Impossible video, LMA Manager video, Formula 1 '99 video.



Disc contents - Gran Turismo 2, FIFA 2000, Crash Team Racing, NBA 2000, Rainbow Six, Jade Cocoon, Pong, This Is Soccer, Atariland Compilation video.

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2. Employees of ACP Publishing, sponsors, their advertising agencies and families are not eligible to enter. All entries become the property of ACP, the promoter.

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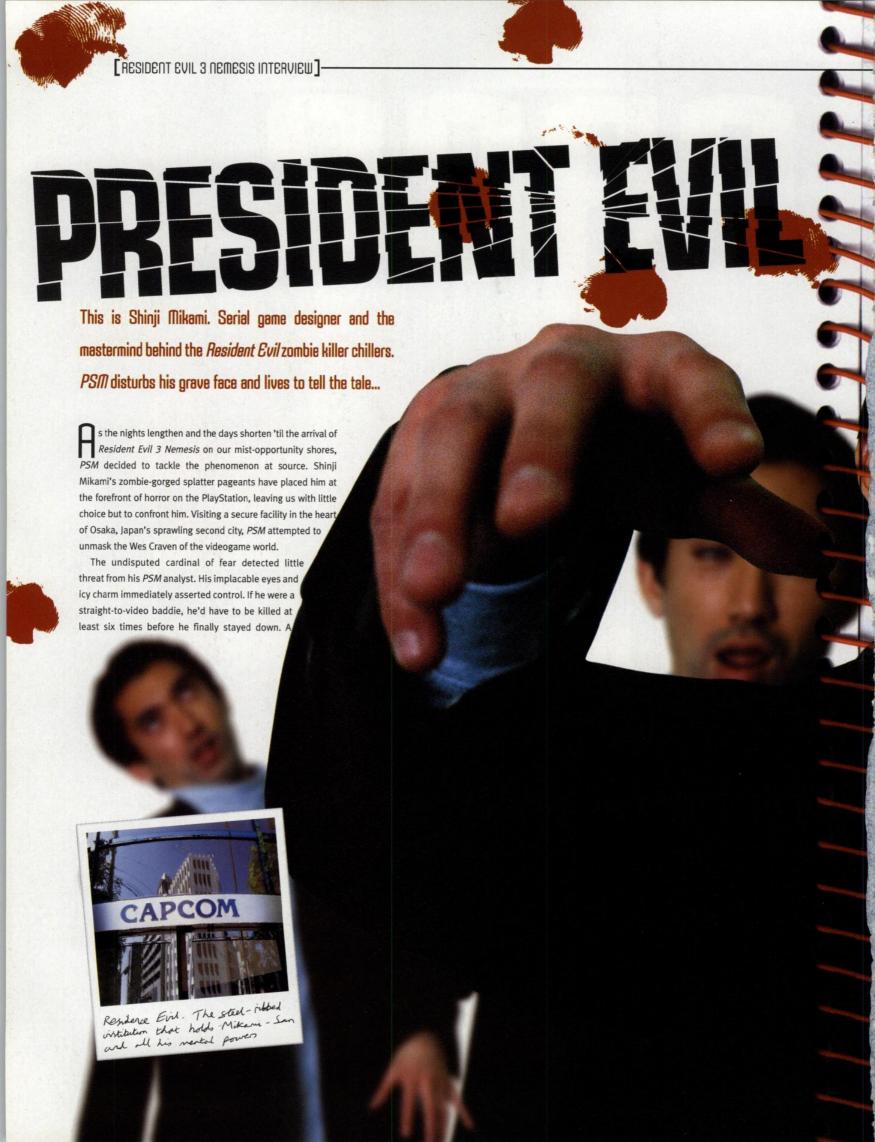
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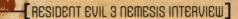
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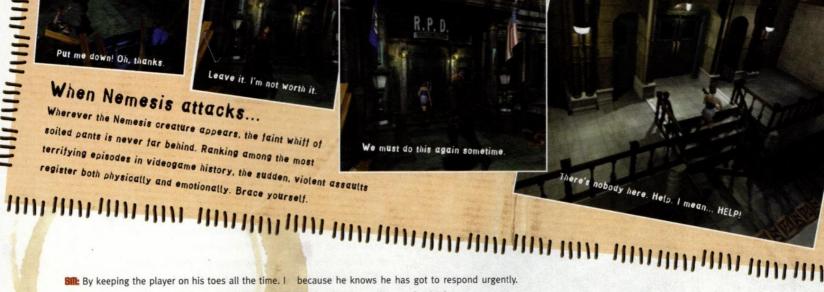












### When Nemesis attacks...

Wherever the Nemesis creature appears, the faint whiff of soiled pants is never far behind. Ranking among the most terrifying episodes in videogame history, the sudden, violent assaults

register both physically and emotionally. Brace yourself.

want the player to be unsure as to what will happen next. It's not necessarily about horror, it's also about surprise and suspense.

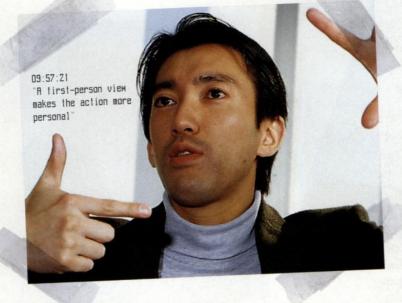
PSM: What techniques do you use to create suspense? Bill: One way is to use the camera angle to change the player's perception. A first-person view makes the action more personal. But you can create tension by suddenly changing the focus - switching to a thirdperson view to show events that will affect the player's character. Then you can switch back to the firstperson view, and the player is immediately tense

That's what I'm working on for the future.

PBM: Sound seems to play an important part in cranking up the pressure in Resident Evil 3.

BIL Yes. In the first couple of scenes a certain piece of music is deliberately played whenever the Nemesis is about to appear. Basically it's a warning. If you hear this music then you know the Nemesis is going to attack and you must prepare for it. But later on in the game, we purposely play that music, only this time the Nemesis doesn't appear, or he appears a little bit later. The player's all worked up for the attack, but it doesn't

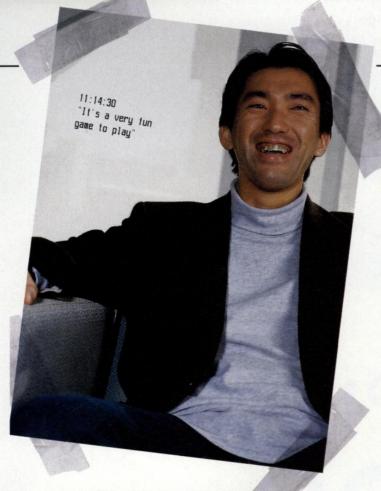




55555 (5555) , 5000 , 10500, 1570, 15 case note 1 Subject: Mikami-san on fear Ref: Heebie-jeebie central You like to scare other people. What scares Mikami-san? My girlfriend.

Is she the inspiration for the Nemesis creature? I can't say. She's even scarier than the Nemesis. We can't wait to face her in the next Resident Evil game.





555555.5555° , 5555° , 5555° , 5555° , 5555° , 5555° , 5555° , 5555° , 5555° , 5555° , 5555° , 5555° , 5555° , Subject: Mikami-san's favourite games case note 3 Oragon Quest, RPG, SNES
"You play a warrior trying to deteat an evil lord. This game Ket: The bleasure bringible Dragon Quest, RPG, SNES Perby Stallion, Horse racing sim. PlayStation

"You have to breed horses, then groom and take heard she
sham that the day of the groom live years hand to be and the made me feel very emotional." Derby Stallion, Horse racing sim. PlayStation Tou have to breed horses, then groom and take care of them until the day of the race. It's very hard to breed the heat and increase. This game replicated the real sense of danger in touched formula One because one slip could be tatal. If you touched so you were constantly on the sharper your rane anded so you were constantly on the ramily Circuits, F1 racing sim. SNES

"This game replicated the real sense of danger in

Formula One handles one slip could be tatal if one best and justest horse. Family Circuits, F1 racing sim, SNES Formula One because one slip could be jatal. If you touched a barrier, your race ended, so you were constantly on the abarrier, your race ended, so you were was very exciting. a barrier, your race ended, so you were constantly on the edge. Today's games are too easy. This was very exciting." Zelda, Adventure, SNES "Everyone knows Zelda."

RESIDENT EVIL 3 NEMESIS INTERVIEW]

message I want to convey to the player. I started with fear and trickled that into the characters and the storyline. My original vision was some heroes blasting away zombies. Once I'd established the right image and atmosphere I designed the rest of the game to fit.

PSM: What do you enjoy most about designing a new world? As a kid I watched television and movies, read books and, of course, played games. I realised that a game is the best way to convey a message to someone because it's two-way. A game is interactive which means it's not complete when I've finished designing it. It's only made whole once the player engages with it and completes the effect. Other media are one-way only, but with games I can play catch-ball with the player.

PSR: Does that mean you make the games you'd want to play? Sile Yes, but I know all their secrets already so they never sur-

prise me. [See Case Note 3 above.]

PSII: Are you excited by PlayStation2?

The hardware has great potential but it will be very hard to make games that take advantage of its power, because it demands a much wider range of skills than the PlayStation. Sony provided libraries [off the peg programming routines] PSIR: Shinji Mikami, thank you very much.

with the PlayStation which immediately freed the developers to take the next step. But there are no libraries with the PlayStation2. Sony is saying 'It's all yours, make any games you want' but it will take a long time.

PSM: Are you working on the PS2 now?

I'm working on the new Resident Evil game for PlayStation2. But I can't give away any details. [See Case Note 4 below.]

PSM: Will games on the PlayStation2 just be pretty or will they have more depth too?

That doesn't depend on the hardware. It really depends on us as developers.

PSIII: Are you ever happy with a game?

PSR: We can't have an unhappy ending - what pleased you most about Resident Evil 3?

Sile: It's a very fun game to play. The most fun of the three.



IIIII

#### Subject: Mikami-san on the future Ref: More gore

#### Tell us about Resident Evil 47

Work is already underway, it with be a big improvement visually with full polygon graphics.

What ambitions do you have for the game content? I want to improve the control method. It will be simple yet sophisticated so that a player will be able to naturally perform moves like looking round corners. This will draw players into the game and will make a big impact on anyone who plays it — even for a split-second.

#### Does that mean more action on-screen?

Yes. There will be more things happening. I want people to be instantly hooked. I want them to grab the joypad from each other

#### Resident Evil 3 Nemesis -Fact Attack

Publisher: Eidos

Developer: Capcom

Australian release date: February 2000

Further reading: PSM 29 - preview (page

44); PSM 30 - review (page 52).





#### With the forthcoming launch of PlayStation2 and an unprecedented number of quality games for PlayStation, PSM looks into the bright, bright future that is the year 2000.

Naturally enough, all eyes will be on PlayStation2's September launch, but there's still plenty more to come on Sony's schedule for PlayStation. The heavy hitters are, of course, Gran Turismo 2 and Final Fantasy IX - with the 600 cars of one and the gargantuan renders of the other pushing PlayStation hardware to the limit. Only a fool would bet against both shooting straight to number one in the charts and sticking there. In between, however, are secreted a host of solid titles. Syphon Filter 2 has buckets of potential, while expectations are that Psygnosis follow-ups Colony Wars: Red Sun and Rollcage Stage II will dazzle with grander designs and even more impressive effects. Action game fans have no need to feel left out either as Ehrgeiz and Jackie Chan's Stuntmaster enter the 3D fight arena, while if it gets a release, spy-athon Chase The Express hopes to be the next Metal Gear. Making up the rearguard are the dog-fighting Ace Combat 3, the terrorist sniping Time Crisis Alpha and snow surfer Cool Boarders 4, with MediEvil 2 thrown in for ghoulish good measure. Something for the sprogs? Perhaps Team Buddies' four-player arcade action will keep little paws occupied. RPG purists can celebrate too as Legend Of Legaia, a combat heavy adventure, the atmospheric In Cold Blood and the retro-tastic Star Ocean: The Second Story make an appearance. All this and Sony still has room for Space Debris, Tiny Tank and Shadow Madness. Still, these titles are merely the first course before Sony's September banquet as PlayStation2 launches with Gran Turismo 2000, Ridge Racer V, Tekken Tag Tournament and Wipeout 4. After 12 months of consolidation for Sony, 2000 will be its biggest year since 1994, the birth of the PlayStation.





Dwindling in output a little, Virgin still has a few choice morsels. There's the turn-based strategy title Master Of Monsters and odd 3D action from Rising Zan that stars a gun-toting, katana-wielding samurai warrior. The firm's lunch money, however, has to be on Marvel Vs Capcom and Street Fighter EX3 (PS2)



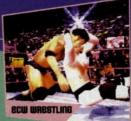
Grandia is just out, Official F1 Grand Prix will have to cope with stiff competition from the likes of F1 2000, while Rayman 2 tries to make a star of its armless platform hero.





You could be forgiven for thinking that Acclaim has relocated to South Park (yes, SP Rally is coming) but there is life outside Kyle's hometown. Most likely to impress is comic book blast Armorines S.W.A.R.M., a first-person bug hunt where the bugs in question happen to be big, mean and alien. If speed is more your style, then arcade racer Vanishing Point might do nicely, with some of the slickest graphics yet seen on PlayStation, while brutal grappler ECW Wrestling has some of the nastiest. Moving swiftly on to PlayStation2 is Ferrari 360 Challenge, soon to be followed by a conversion of the PC hoverboard game TrickStyle 2.







Not content with grabbing the headlines (not to mention the covers) 1999, Eidos intends to press home its advantage with four massive far as PlayStation goes its biggest game has to be Resident mbies return with sharper features, gorier innards and climb stairs. Then there's further demonic business in Soul Reaver 2. chise guaranteed to extend over both consoles. The shock of the new tely to be administered by Fear Effect, a film-noir-meets-manga-action dventure. Cunningly combining and featuring more plot twists rendered backdrops and 3D chara than a month of Home & Away, it's an ssive videogame thriller. This quartet is finished off by one of the m tant titles under development for PS2, a game starring Ms Lara G Res 3 can lick its wounds, news is that Res 4 and Din on the way. Gex 4 may court the ankle-biter vote but PSM's tip is Commandos 2, a stunning real-time WWII strategy affair. Licenses play a big part in the rest of the firm's PlayStation plans with Formula 1 World Grand Prix lining up on the grid beside EA's F1 2000 and UEFA Champions League 2000 taking on ISS Evolution. Having acquired the rights to Sydney 2000, we can also expect a multi-event Olympic Games title. The sheer number of quality Eidos releases suggests that this year they'll be second only to Sony in terms of clout.





The recent buy-out of GTi by Infogrames has shed little light on the fate of the eagerly anticipated conversion of PC smash orreal. While it certainly has the ability to knock Quake II off the best first-person shooter podium, the firm has yet to produce a playable demo. It can't be bad, however, if your fall-back position involves bringing out Driver 2, a sequel to the genre-breaking free-form driving game, and more politically incorrect carnage in Duke Nukem: Planet of the Babes. Even better news is that Driver 3 and two new Oddworld games - Oddworld: Munch's Oddysee (3D platform/adventure) and Oddworld: Hand Of Odd (real-time strategy) - are currently being worked on for PS2. Ironic, but 2000 has/had the potential be GTi's biggest year





Midway looks set for a new start as it enters the fray with the arcade fister Ready 2 Rumble Boxing, which boasts plenty of moves and slick graphics. Hydro Thunder is a brave stab at a boat racer (remember Rapid Racer anyone?), while they've had a good rummage down the back of their sofa for old arcade games to fill their Party kck - that's obviously where it dug up MK Trilogy too..



Hoping that this will be its breakthrough year as a PlayStation publisher, 3DO's trategy is to marshal the franchises that have done well for them in the PC sector. Army Men: Air Attack and Army Men: Sarge's Heroes are toy warfare aimed at your little army cadets. The action RPG Crusaders Of Might And Magic could make more of an impression with its emphasis on real-time action and complex plot lines. Anco's Player Manager 2000 will offer a sporty theme, while Battle Tanx promises tin cans exchanging shells at 30 paces.









Except for the FIFA hard sell, Electronic Arts has had a relatively quiet 12 months. On paper 2000 doesn't look like being much different, but no-one's writing off this super-publisher just yet. The performance of three games could make a difference: Die Hard Trilogy 2, Planet Of The Apes and F1 2000. Everyone loved the first Die Hard Trilogy with its mix of shooting, driving and 3D adventuring, but can the sequel really deliver the same thrill two years on? Planet Of The Apes is the joker in the pack as its mix of puzzling and gorilla bashing might enslave us. F1 2000, of course, could be huge but will have to fight off the strongest field of rivals yet. Theme Park World and Dune 2000 should keep strategy fans occupied, while the rest of the line-up is predictable enough with Cricket 2000, Supercross 2000, NHL 2000, Rugby 2000 and Road Rash Unchained. EA's only announced PS2 game, *Cross Fire*, looked suspect at the Tokyo Game Show but still has time to improve. Oh, and there's something called FIFA 2001, just in case you were wondering







Big in PC-land, Take 2 is keen to make it over here with a ragbag of licenses and sequels. The Blair Witch Project, Austin Powers and Kiss: Psycho Circus almost defy description, while the strategy-based Spec Ops and Railroad Tycoon 2 are the sensible option. A GTA 3D title for PS2 is PSM's choice while the news that Rockstar will be powering up Duke Nukem for PS2 (see page 12) means Take 2 is on the up and up (and possibly



Herding hasn't inspired many games but its appearance in Spyro 2 suggests that Empire's Sheep could work. Starting with 30 idiotic walking fleeces, your job is to guide them through 16 hazardous levels by a mixture of cunning and brute force. Less off-the-wall fare comes in the shape of Ford Racing, a 12manufacturer-licensed driving game. You could drive balls Golf Pro and International Cricket Captain instead, but if th of the present hold no appeal then maybe seeing if 2100 can escape the curse of the future sports sim entertainment in itself.

After the huge critical and commercial success of Metal Gear Solid and Silent Hill last year, it's likely that Konami will have a slightly lower profile in 2000. Nevertheless, this award-winning publisher has several potential best sellers in the pipeline. Perhaps its most surprising offering will be a conversion of its Dance Dance Revolution arcade game with the potential to cause outbreaks of body popping in a million living rooms. Quite how well this will translate from a floor-pad hopping coin-op is unclear, but it'll be in good company with the longawaited arrival of Konami's DJ sim Beatmania. Audience participation is definitely required for button-bashing sequel International Track & Field 2 featuring 15 events guaranteed to test your stamina and timing. While a Final Fantasy IXbeater may not be on the cards there is a double whammy of RPG action with both Suikoden 2 and Vandal Hearts 2 up for release. Suikoden 2 boasts a cast @ 108 and Vandal Hearts 2 promises 120 different types of weapons and armour that should spice up those battle sequences. The two big unknown quantities are Konami Rally and ISS Millennium. Konami Rally is set to go head-to-head with Colin McRae 2 and aims to provide the maximum amount of drops and inclines, while is Millennium is the working title for a complete PS2 re-vamp of the ISS footy franchise. Less mysterious is NBA In The Zone 2000, the latest in basketball game series. For Konami, much depends ayStation titles can make a aturated marketplace.



So what's gonna be big on PS2? Here's PSM's top 10 games to look out for come September...

S









#### Gran Turismo 2000

Perfection on wheels returns Peter Brock couldn't fault. desirable, totally unmissable.

#### Ridge Recer V NAMCO

The old lady of PlayStation turned into a spritely sexpot, with arcade thrills now backed up with sublime realism. Fantastic car physics, pop-up headlights, sparks, smoke and speed. Vroom, vroom etc...

#### Oddworld: Munch's Oddysee ODDWORLD INHABITANTS

An ambitious 3D game like you've never seen before with role-playing, strategy and shoot 'em up.

#### **Dark Cloud**

Clamber aboard a flying carpet and hop from island to island creating villages in an attempt to stem the tide of evil. Lovely scenery.

#### CAPCOM

A samurai epic (2000 character battles anyone?) featuring stealth, swords and puzzles. Can you defeat the evil Ota Nobunga? Hai!

#### **Tekken Teg Tournement** NAMCO

Feel like you're playing a rendered cut scene with the lightning-fast, lighting-heavy, neon-reflecting fighter. Tag -

#### Street Pighter EH 3

Underrated 3D Street Fighter spin-off could finally silence its critics with a tactical beat 'em up that looks as good as it scraps.

#### The Bouncer SQUARE

Could be that cinematic gang warfare thriller you've always wanted. Expect multiplayer fights and the finest visuals

#### NAMCO

Hot from the arcades is the superbike game that makes the most of the leaning, swerving two-wheeled action. Real riders, real smart.

#### Cross Fire

A first-person adventure that, while not looking graphically strong plot and buckets of hefty machine guns.

Having hoovered up Gremlin and Accolade in 1999, Infogrames heads into 2000 with one of the biggest line-ups of any publisher. It's hard to say out of this vast selection which titles will make an impact. N.Gen is our tip, an airborne racer with shortcuts, upgrades and 38 aircraft - could be Gran Turismo with wings. Then there's Gekido, a 3D story-driven beat 'em up, and Ronaldo Soccer, a game based around the Brazilian superstar. Premier Manager 2000 should take up the chant against Player Manager 2000 while Eagle One: Harrier Attack is another attempt to bring a flight simulator to PlayStation, complete with two-player mode. No less than three Test Drive games swell the ranks with Test Drive 6, Test Drive Off-Road 3 and Test Drive Cycles all due. Extreme roadists may favour Radikal Bikers. For sheer nostalgia value, however, who wouldn't warm to the multiplayer Wacky Races that should finally make it over from Japan complete with sticks of dynamite and all manner of dastardly contraptions. In line with its strategy to gobble up the games market, Infogrames ended 1999 by buying GTi. It will be interesting to see how it handles the red-hot Driver series on PlayStation and PS2.



PlayStation2.

Not the best of times for the third member of the Titus/Virgin conglomerate but Interplay does have a possible ace in the hole in the form of Shiny's Messiah. Surely one of the oddest game pitches ever, Messiah has you taking on the part of any angel baby who can possess other characters in order to rid the world of evil. Further cheer might be provided by the long-delayed RPG Baldur's Gate.

Still largely inconspicuous in the

PlayStation market, Titus is determined

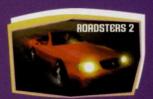
that partners Virgin and Interplay

shouldn't have all the fun. To that end

Robocop gets de-scaled and readied for

battle, while Top Gun flirts with leaving Terra Firma. Most responsibility, however,

rests on the promising Roadsters 2 for







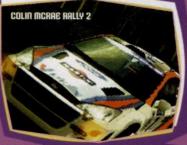




Codemasters has risen to prominence in 1999 as the PlayStation's most consistently innovative games publisher by delivering the sleeper hits LMA Manager and Music 2000. This time around there's a more focused look to its line-up as it concentrates on sporty titles. Colin McRae Rally 2 has to be the top on any gamer's wish list as the original turned offroad racing into an art form. Three hundred extra car polygons and a ton of intensive track design later and McRae is shaping up to wrest the number one spot from V-Rally 2

> Meanwhile, after a quick service in the pits, expect to see TOCA return to the track and new

boy racer Off The Road to start its warm-up lap. Codemasters switches to pure muscle power for the rest of its releases with Prince Naseem Boxing trying to wind Knockout Kings, World Championship Snooker bringing the green baize to life and Micro Machines mutating into a leg-powered eight-player mini marathon called Micro Maniacs. Always surprising, the only thing guaranteed about Codies this year is that LMA Manager 2 and Music 2001 are waiting in the















Despite having given PlayStation owners Quake II, it seems Activision isn't happy to sit on its butt. First up a followup to the under-rated drive-by shooter Vigilante 8, Vigilante 8: 2nd Offense is taking to the streets. More of a shock is the appearance of Nightmare Creatures II - the original was a horror to control, let's hope the sequel isn't as terrible. Good news for grinders is that skateboarder Tony Hawk's 2 will be grazing the PS2's knees before long. Three comic book licenses also feature with the vampiric madness of Blade, Spider-Man (using Tony Hawk's' engine, no less) while rumour has it that the long-awaited X-Men will be

re-worked to tie in with the upcoming movie. PSM knows for certain that Activision has several big projects - not including Star Trek: Red Squad-under wraps but we'll just have to wait and see whether these make their release schedule for 2000.



One of the strangest prospects in 2000 is normally wrestling-mad THQ resurrecting the Evil Dead film license after 18 years. Evil Dead: Ashes 2 Ashes is a cinematic horror yam that involves much bloodletting with chainsaws and shotguns. A rival for Resident Evil 4? We remain to be convinced. Otherwise the crawling classes get a Rugrats sequel and (no escaping it) MTV Extreme and WWF Smackdown threaten to pin you to the virtual canvas.





ATS STUDIO TOUR

#### The best of the rest heading to PlayStation

	Galarians CRAVE	Scooby Doo UBISOFT
Animaniacs Splatball UBSOFT	Great Train Robbery SCI	Stunt GP HASBAD
Asteria & Obelia CRYO	Guardians Of Darkness CRYO	The Italian Job SCI
Cesper 2 SOUND SOURCE	Builty Gear SYSTEM 3	Teletubbies 880
Digimon World BANDAI	Jedi Power Bettles LUCRS	Toshinden 4 SYSTEM 3
Dukes Of Hazard UBISOFT	Mary King's Riding MIDRS	Victory Boxing 3
Plintstones Bowling UBISOFT	Prince of Persia TLC	Wild Wild West UBISOPT



#### PSM's very own top of the PlayStation pops. Smash hits all!

- 1 Gran Turismo 2
- 2. Colin McRae Rally 2
- 8. Syphon Filter 2
- 4. Driver 2
  - New cities for this sequel to glorious getaway game.
- 5. Final Pantasy IX
- B. Resident Evil 3 Nemesis
- 7. In Cold Blood
- 8. Konami Rally
- 9. Unreal 10. ?

RPG to stretch the console to its limits. Zombie blast that's terrifyingly good. Broken Sword for grown-ups? Thrilling. Metal Gear on four wheels. Maybe. PC first-person blast attacks PlayStation.

The best racing game of all time.

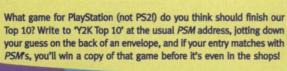
Off-road classic gets PS tune-up.

Sleeper hit shooter is re-awoken.



IN COLD BLOOD

RESIDENT EVIL 3 NEM



# PSM OPINION It is more challenging, looks better and the new mountains are long and impressive. It's more of the same. And compared to the foreground, the background graphics are a little dull. Also, the punches should be more powerful! The drawback of snowboarding games is that the runs remain Cool Boarders 4 features more elaborate tricks, along the same time and time again. More variety by way of a create-a-park mode would add with a four-player mode - a first for a snowboarding sim. significantly to the game.

## Gool Boarders

Cool Boarders quickly established itself as the premier snowboarding sim on the PlayStation, and its sequels marked further improvement. Thankfully, number 4 is keeping up with tradition, as Richie Young sussed out after hitting the slopes.

nat is immediately noticeable with Cool Boarders 4 s the inclusion of four-player mode. This is a first for a snowboarding game on the PlayStation, and might give CB4 an edge over the recent, and entertaining, MTV Sports: Snowboarding.

Unfortunately, before you start dreaming of chaotic noholds-barred races to the bottom of the slopes while throwing punches at your three friends, it must be said that the four-player mode is a little disappointing. Four players can compete against each other, but only two can race together at a time. A shame.

Thankfully, the Idol Minds development team didn't stop with the improvements at the four-player mode. The unfinished version of the game already plays smoother and faster than its predecessors.

CB4 is visually impressive. Everything about the game looks polished, which is just as well after the fourth attempt! The initial introduction video, the in-game menus, the Matrix-inspired character selection screens and the big mountains set the 'attitude' for you to do some serious

Not only does CB4 take a step closer to realism visually, it also features real-life pros, companies and snowboards. It will add extra appeal for fans of the sport considering that only fictional characters were available previously.

In all, there are five international mountains to ride. More courses and riders mark another significant improvement over other snowboarding games. Also, you can track down 16 pro riders, 34 real boards and 30 all-new runs.

The mountains are not particularly wide, although most of the runs are suitably long. There are also plenty of obstacles and jumps littered throughout to ensure the element of

Gameplay is both involving and entertaining. Don't be mistaken, this isn't a snowboarding game where you point your board in the general direction, let gravity do its work and just steer and jump at the right time. CB4 has more emphasis on accurately choosing your line down the mountain. Again, your opponents' Al seems more enhanced in the downhill mode, making it more difficult to beat them over the line. Accurately timing your jumps is also more important. To maximise your speed and course times, choosing your jumps is important as you aim to land over the next hump.

With six events to compete in, there is plenty of variety to keep punters occupied. Downhill, slope style, half-pipe, big air, CBX and a special mode give a wide array of winter challenges. The events encompass everything, from specialised tricks, massive jumps and precise slalom skills.

As per usual, opening up further courses relies entirely on how well you compete in each event. Winning events and setting new records will unlock further areas of the game.

The ability to customise your own boards is a definite added bonus; both cosmetic and performance changes can be made. While these inclusions don't make significant additions to the game, they are fun touches and add to the

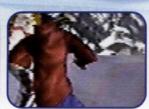
The trick system in CB4 plays similarly to Cool Boarders 3. There are many tricks to pull and the mountains lend themselves to spectacular spins from big drops. The more elaborate tricks can be difficult to land, however the learning curve is encouraging enough to allow you to happily continue.

A common problem among snowboarding games is that sustained variety is difficult to maintain. As the mountains remain the same and you are only capable of heading downhill, snowboarding sims have a relatively short lifespan compared to other genres. Fortunately, CB4 is more challenging and includes added in-game options, which will increase its long-term value.

Cool Boarders 4 certainly looks more impressive than any other snowboarding sim on the PlayStation. But it's less than ground-breaking, and can really only be described as a minor update. If you already own a copy of a previous version of Cool Boarders, we suspect this won't be an essential buy.











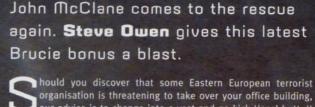


#### DREDLAG





# Die Hard Trilogy 2



organisation is threatening to take over your office building, our advice is to change into a vest and go kick Hans' butt. It works for Bruce. The numerically challenged might struggle to comprehend the title to Fox's latest game. As the sequel to 1996's original, this version retains the three disparate genres (Tomb Raider-style third-person, Time Crisis first-person on rails, and Driver-style abusive driving), but weaves its own story using John McClane and, yep, dodgy-accented terrorism.

This time though, rather than split the three genres, the game mixes and matches them within the story itself. The third-person view gives you freedom of movement and your red laser sight illuminates the skulls of your targets. More puzzle-based than the original, this is a style that would rather have you exploring dangerous locations than provide a map. A range of weapons can be used to keep marauding guards and foreigners at bay, but sometimes stealth is the preferred option.

The first-person levels are your classic lightgun shooters on tracks. Supporting the G-Con-45, the PlayStation Mouse and a standard controller, shooting hidden items can unlock options in later levels. For instance, should you find a set of keys, it can give you an alternative vehicle in which to charge around Las Vegas.

The driving sections are no less frantic. Tight for time, you are given a number of different missions, from collecting and delivering bombs to smashing up terrorists' getaway vehicles. There's even one level where you're an undercover cab driver and have to deliver fares across the city. The style-hopping movie mode covers 13 different missions, but there are 28 in the arcade mode, where, like the original, you play through a sequence of maps all set within the one game type. Secret levels demonstrate the developer's sense of fun and add longevity and depth — we particularly like the section in the first-person mode that lets you shoot mime artists before they 'annoy you to death'.

It's more of the same really, but a reasonably compelling movie mode and some more advanced puzzles and surprises should make Die Hard Trilogy 2 as big a hit as the original.

# Armorines: Project S.W.A.R.M.

If a 10-foot tall spider is your idea of a nightmare, then this first-person insect-swatter could be the ticket ... Nick Jones prepares for battle with a can of Mortein at the ready.

kay, it's Earth invasion time again. The human race is under attack from giant insects, Starship Troopers-style. These muthas are big, clever and, most importantly, hungry for human flesh. They'll stop at nothing. So far all normal military action has failed against the bugs — you see they secrete toxins that can kill a man in seconds. The only hope for humanity is an experimental nuclear-powered suit and you, the lone Armorine who must wipe out the evil alien threat. That is if you don't get your head chewed off first...

Armorines: Project S.W.A.R.M. is based on a popular US comic of the same name and is a first-person shoot 'em up big on action, guns and lots of gore. The game is mission-based and a set of objectives have to be reached to succeed on each of the levels. You will have to rescue POWs, take out alien installations and destroy a number of enormous boss insects. Levels take place over a number of diverse environments including deserts, arctic regions, rainforests and even volcanoes.

But you don't have to play alone. One of Armorines' best features is a two-player cooperative mode, something that is often overlooked by developers of first-person shooters and a feature that will make Armorines unique. A four-player Deathmatch Mode will also be included, so anyone who has developed a taste for this style of game since Quake // will be chuffed to bits.

The varied and ultra-destructive weaponry will be a big part of the game and there are some monster weapons to dispatch the arachnid invaders off to insect hell. These change from mission to mission and include all the usual rocket launchers, plasma guns and so on. You will also be able to find secret weapons and steal the insect's guns and let them have a taste of their own medicine.

Armorines: Project S.W.A.R.M. is due to be released in Autumn, and with a lack of quality shooters on PlayStation, it is sure to be a hit. Especially with anyone who cowers at the sight of a spider in the bathtub...











You don't just have to worry about giant spiders trying to bite your ears off, you also have to watch out for the local inhabitants and any troopers lost behind enemy lines.





WATCH OUT FOR...

THE BLOODY GREAT INSECTS (OBVIOUSLY)

In case you haven't been paying attention.

we just got our asses kicked... There are an

impressive number of insects running

around in Armorines and they're intelligent, too. They don't just follow you when

attacked, but often wait for you to make

the first move and even hide high up on

rock faces. The insects also re-spawn, giv-

ing the impression that you are under

attack from an entire army of the critters. It

all keeps you constantly on your toes and

up to your neck in insect goo...











officialplaystationmagazine 51



Green plastic army men were nearly as popular as Matchbox cars in my kindergarten sandpit. Unfortunately, the Army Men PC games have hinted that their reign of terror may be well and truly over. But PlayStation Army Men is actually a pleasant surprise.

For the initiated, the Army Men range has been dragging its bleeding corpse along on the PC for a while now in a series of sub-standard strategy games but, despite sharing a blighted name, the PlayStation debut is a far more sentient prospect.

Action centres around a war remember melting down with magnifying glass or attaching to fireworks in the backyard when you were a kid. You play Sarge, a skilled ranking commando, and you have variety of controls at your disposal You can crawl, do sideways rolls, drive Jeeps and tanks, and fire mortars and lame-throwers. Unfortunately, it can in the heat of battle.

features regularly and good use of surprise usually leads to victory. There's also two-player head-to-head action.

The main obstacle is the occasional graphical error that enables a foe's shot to pass through a covering barrier. Given the plot, you may also ask why you're fighting in realistic-scenery battlefields rather than on Micro Machine-esque tabletops. Sarge?

The idea could put us in gaming heaven, but the flawed execution of Army Men 3D probably will prevent it from fulfilling the potential. KG

#### RUGRATS STUDIO TOUR

#### Publisher: GT + Developer: THQ + Release date: March + Origin: US + Style: Hiddie mini games + Players: Pour



Kids won't want to miss this baby. Rugrats is a classy kid's release, and is in fact, many games in one.

While enjoying a tour in the Gigantamongous Movie Studio, the little rats accidentally lose lil' baby Dil. So you have to control Tommy, Chuckie, Phil, Lil and Angelica as they search the movie sets for Tommy's little brother. In their quest for Dil, the ankle-biters appear in fully 3D spoofs of popular movies, such as "Diapers of Thunder" and "Lazy Saddles'

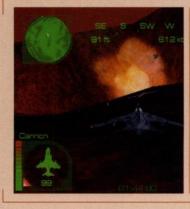
In addition to the usual collect 'em up 3D-platforming action, there is an excellent kart racing game, which can be enjoyed in multiplayer, and features power-ups like turbo cookies and soiled nappies to hurl at your opponents. You can also play mini golf, which again is so entertaining that parents will be grabbing the joypad from their kids to get a turn. Other activities include foot races, a game of tag, treasure hunting, rounding up animals in the wild west and a rollicking mine kar ide. There's heaps of variety and you

players are taught all the controls in helpful training modes before tackling the main events.

Graphics throughout are bright colourful and polished, and the pintsized characters have got a joke for every situation. Apart from a slightly annoying and lazy camera that too often obscures enemies and doesn't follow behind the main character Rugrats Studio Tour is an accomplished platformer with lots of bonus games and beans of appeal Ankle-biters will adore it. JH

#### EAGLE ONE: HARRIER ATTACK

#### Publisher: Ozisoft/Infogrames | Developer: Glass Ghost | Release date: March | Origin: UH | Style: Combat flight sim | Players: Two



A terrorist group called The Army of the New Millennium has taken over the Hawaiian Islands by detonating an electromagnetic pulse device in the air over the islands, which play havoc with computers and communication signals. It's your mission to strap up and head into air battle to sort things out aboard a rather well equipped Harrier Attack plane, Eagle One.

The gameplay is a mix of action and strategy, with 25 missions spread across the five Hawaiian Islands. You'll need to reclaim the islands one by one (five

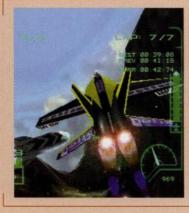
missions per island), with mission ranging from taking out jeep convoys and a fleet of nuclear subs to destroying terrorists infected with man-made diseases who are spreading their misery The better you play, the more advanced your weapons become. You'll have the usual rockets, canons, air-to-air missiles air-to-ground missiles, and some nast laser-quided bombs. Over the course o the game, in addition to the harrie umpjet, you'll fly an F16 Falcon, an A10 Warthog, a top secret Raven Steelth Je if you're lucky), and a rescue helico

There's the full mission-based single player mode, plus a two-player split-screen option featuring head-to-head dogfighting or cooperative play for team-based air battles. There's also a training mode that introduces the basic controls and harrier procedures. An interesting feature is the instant replay where you can hit Pause and re-live the last 10 seconds of action

While Eagle One appears to offer all the right features for an air combat sim at this stage it's still lacking that addictive edge and overall polish needed to reign supreme in the gaming sky's above. MW

#### n.gen

#### Publisher: Ozisoft/Infogrames + Developer: Curly Monsters + Release date: March + Origin: UH + Style: Jet racing + Players: Two



Airborne racing games - they've never been very good... So when PSM heard that a new development team going by the name of Curly Monsters intended to transform air play, we naturally had our doubts. But that was before PSM recalled they're the men responsible for Wipeout and Wipeout 2097.

Playing N.Gen for the first time is certainly quite unlike any other racing game experience. In addition to all the traditional controls, you have to cope with the concept of altitude, which directly affects the speeds your jet can

The courses cover areas of around 150 square kilometres and give you the freedom of the skies to take shortcuts and alternative routes

The courses are specified by tw parallel sets of lit beacons that strobe away from the player showing the direction of travel. You can fly outside these fo up to three seconds, which does allow for shortcuts, but after the three seconds are up the Autopilot guides you back to the circuit at half speed. Using this feature you can take some pretty big shortcuts you know where to g

The intention is to inject N. Gen with as much depth as the seminal Gran Turismo. There are numerous upgrades available if you've got the cash and even a number of weapons primarily used to slow the opposition down.

There are 38 aircraft to choose from and there may be even more by the time the game is released. Split-screen mode will be in place, and there will also be a dogfight option.

N.Gen shows every sign of bringing something new to the racing genre a rare occurrence. JC

This month PSM hits the racetrack in Gran Turismo 2, the sky in Ace Combat 3: Electrosphere, the basketball court in NBA Live 2000 and Fox Sports: NBA Basketball 2000, plus we join the Toy Story characters in their second adventure, visit Chef's Luv Shack and much more.

#### PSM ratings

- 10 For games that are nearperfect. A must-buy.
- S Highly recommended, this is a great game to play.
- Very good. Well worth considering as a title.
- **7** Not bad, but minor flaws mean we have doubts.
- Fairly average. Not really worth purchasing.

- 5 The wrong side of average. We'd avoid it.
- Looking pretty dodgy. Major problems here.
- S Very poor. Something has gone badly wrong.
- Rubbish. An inept, short-lived game. Just crap.
- 1 Take CD from sleeve and use as coffee coaster.

#### REVIEWED

Ace Combat 3: Electrosphere 58 Action Man: Mission Xtreme 76 Amerzone: The Explorer's Legacy 77 Arcade Party Pack 76 Cyber Tiger 76 Discworld Noir 64 **Demolition Racer** 66 Fox Sports: NBA Basketball 2000 Gran Turismo 2

#### Grandia Jet Rider 3 71 Killer Loop 77 Millennium Soldier: Expendable 74 NBA Live 2000 72 **NFL Blitz 2000** 75 **NHL Faceoff 2000** 76 Ronin Blade 67 South Park: Chef's Luv Shack 68 Space Debris 70 Thrasher Skate & Destroy 62 Toy Story 2 60

Throwing a spanner in the works... The PSM 'pit' crew get the Lancer ready for a gruelling race in Gran Turismo 2.







FEDRUARI 200

MITSUBISH

Rob



Publisher: Sonu

Developer: Polyphony

Release date: Februaru

Origin: Japan

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Style: Racing simulation

Price: \$79.95 (NZ\$89.95)



Here it is! PSM proudly presents the first Australian review of the world's greatest racing simulation. Gran Turismo 2 will leave you spun out.

ow. The greatest driving simulation ever just took another quantum leap. Ever since it was announced, we expected Gran Turismo 2 to be incredible, but it should exceed the expectations of even the most demanding fan and car nut.

Gran Turismo 2 is deeper than the Atlantic Ocean. Its brilliance lies under the bonnet of each and every car, as well as in its accurate details and specs of every vehicle, its almost endless series of licence tests and racing challenges, and in the fabulously designed circuits.

The game is such a colossus that if it wasn't for the arcade disc that you can pop in for instant thrills and spills, it would

difficulty levels, dirt or street races, time trials and a split-screen two-player mode. And a welcome feature is that you can drive your saved cars from the GT mode in all of the arcade races.

But it's the GT disc that's the real meat and three veg of the game. And what a meal it is: you'll certainly need a bumper appetite! Like the original, you earn money for new cars and parts by winning races. For the majority of these events, you must have acquired an appropriate racing licence by completing a series of increasingly difficult driving tasks. Not only are these tasks fun and challenging, but they also serve to teach you the necessary skills to be an accomplished driver. There are now six licences, but thankfully Polyphony has included an option for transferring

#### "Ever since it was announced, we expected Gran Turismo 2 to be incredible, but it should exceed the expectations of even the most demanding fan and car nut"

probably be too daunting for many players. There's 594 fully customiseable and incredibly realistic cars, 28 tracks, and rally driving that is every bit as good as Colin McRae. There are so many races to compete in you'll be astonished by the variety and bemused at where to start.

Sunday drivers will enjoy Gran Turismo 2 a lot more than its challenging predecessor, which had a very steep learning curve. The arcade disc lets amateur players experience a wide range of vehicles and tracks without spinning out on every second corner. There are three different classes of cars to choose from, three

completed A and B licences from the first game to get experienced drivers started quickly. There are also very welcome demonstrations on how to complete the licence test challenges.

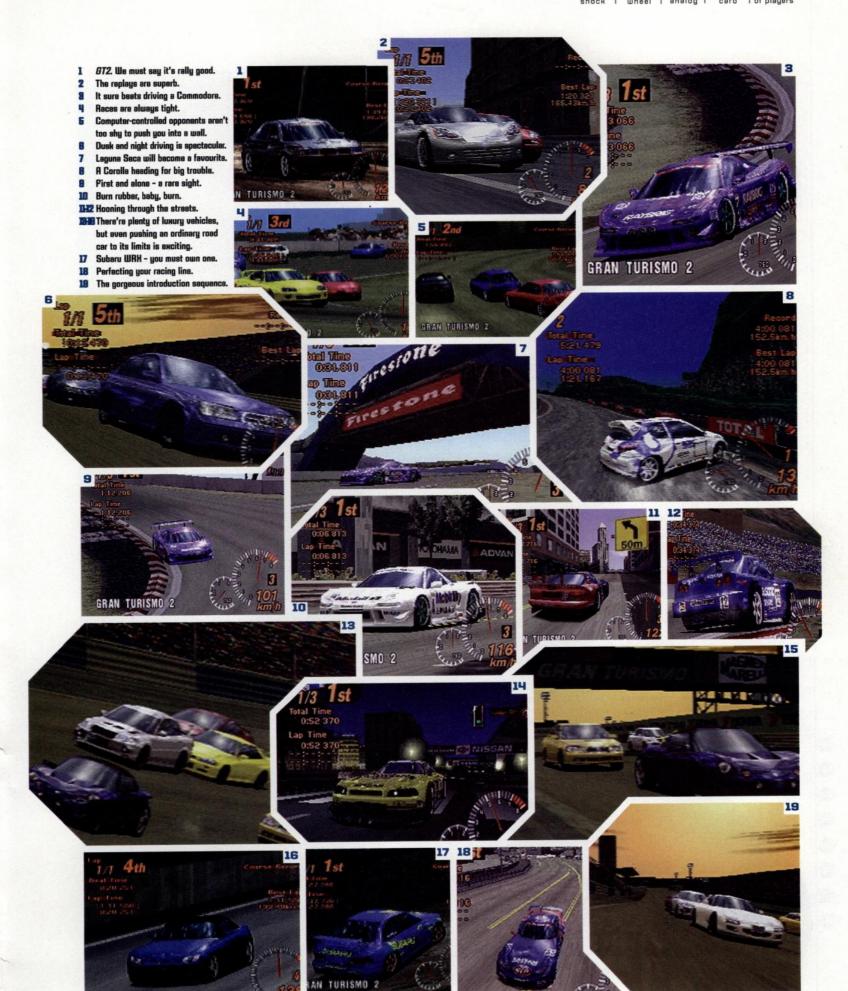
Above all else, it's the mind-numbingly huge variety of cars that sets Gran Turismo 2 apart from every driving game in history. With a virtual showroom of 594 cars from dozens of the world's finest car manufacturers, a car fanatic could never be bored. There's Japanese wizards like Toyota, Mazda, Honda and Subaru, American giants like Ford, Dodge and Chevrolet, and Europe's finest including Audi, BMW, Lotus, Mercedes-Benz and











Volkswagen. Experimenting with so many different cars is challenging, extremely enjoyable and hugely rewarding, and you'll soon discover your favourite models and experience the rush of driving vehicles that cost more than New Zealand's GDP.

Gran Turismo 2 is a tinkerer's delight. All the cars can be modified, and like real life you can spend hundreds of thousands of dollars on your dream machine. Upgrades include mufflers, turbos, engine enhancements, brakes, suspension kits, and racing modifications to maximise your performance. Or you can simply whack on a set of dirt tyres and see how a '70s American muscle car handles on

#### "Experimenting with so many different cars is challenging, extremely enjoyable and hugely rewarding..."

a rally course. (Not good, but it's bloody fun to try.)

Once again, the handling and physics of the cars are superlative and almost impossible to fault. Every car's individual handling characteristics are distinguishable, and tinkering under the bonnet achieves noticeable results. The realism ensures massive replay value - there are literally millions of different car combinations with the wide variety of parts available.

The 28 tracks include six dirt tracks for rally driving and some of the best circuits from the original game returning for an encore. You'll be careering through the streets of Rome and Seattle, taking on the hair-raising Mount Panorama-like hill at Laguna Seca, fanging through forests, racing over the mountains of Grindelwald, hurtling through the Indianapolis-style Super Speedway... And loving it!

Like the cars, there are too many competition events to mention. You can almost drive against any type of car on any type of track over any distance. There are special events for earning quick and (reasonably easy) cash early in your driving career, dirt events, endurance races and the Gran Turismo League. There are also the much-welcomed owner's league events, where you race against five computer-controlled cars of only one type of vehicle. And unlike the original where you



#### THE MANUFACTURERS

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Daihatsu

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Renault

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Spoon

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Tommy Kaira

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simply buy the most powerful beast and then cane everyone, you have to think about what car to buy and tune it for specific races because of the power restrictions and masses of events. It's a richer and more complex simulation in which you must master a wide variety of vehicles. The game's visuals haven't changed much except for improved car

detail, which means it still looks awesome. But it's actually the sound in this year's model that's even more amazing. Polyphony stuck a microphone up the exhaust pipes of 600 cars, resulting in each and every car in the game having unique engine noise. It can only be truly appreciated when you're driving with a pack of other cars and you can pick out and identify your opponents. The soundtrack, featuring artists like The Cardigans, Fatboy Slim and the Propellerheads, is excellent and also adds to the atmosphere.

The only possible annoyances in what is otherwise a faultless

#### "You have to think about what car to buy and then tune it for specific reces... It's a richer simulation"

product is the clumsy menu system and the fact that race records are not recorded. This is very disappointing for those who love the challenge of beating their own times, but you'll just have to scribble them down instead. We're also a little bemused that races aren't properly restricted. You can't exceed the horsepower limit in a race, but you can otherwise drive any car you like, for example, pitting a '99 model turbo-powered super car against '70s behemoths.

Gran Turismo 2 is an outstanding sequel and will keep coaxing you back months after you first bought it. In fact, it's a title that you'll enjoy more the longer you play. This is the best racing game on any videogame system ever. It's an essential purchase, so race off to your local games store now.

lason Hill



RALLY GRAND

LIFESPAN







The new rally mode is possibly GTZ's most significant addition. Like real rally driving, you compete against the clock rather than against a pack of cars, but your opponent is shown as a ghost car in the races. The sense of driving a car on dirt or gravel roads is beautifully realised. The cars bounce up and down on the uneven surfaces, with brilliant use of Dual Shock vibration, and those gravelly sound effects are perfect. Handling is completely different and new skills must be learned to master the tricky courses. The cars are constantly sliding sideways it's like trying to guide a speeding shopping trolley with dodgy wheels through a crowded carpark. You can take any beast onto the rally courses providing you've got the right tyres, but very obviously you'll have more chance of victory in a Ford Focus or Subaru WRX than a Dodge Charger or VW Beetle. The rally tracks provide plenty of hills and sharp twists and turns, plus jumps and ledges to get big air. Fantastic.

#### ALTERNATIVELY

Gran Turismo 10/10 PSM 22 Colin McRae Rally

9/10 PSM 25 5/10 PSM 30 Roadsters

9 Not a huge advance on GT, but still incredibly realistic. GRAPHICS GAMEPLAY 10 We love our racing games, and this is the best ever.

10 Amazing depth. You'll never put it away.

The PlayStation pushed to absolute limits. Incredible quality and value for money, Gran Turismo 2 is racing perfection and won't be bettered until GT2000.



Flying lessons and pilot licences have always been out of reach of the average person... Until now that is. Hop into any one of these babies for next to the real thing.

or those unfamiliar with the series, Ace Combat is one of the very few 3D arcade flight sims available for the PlayStation. While it's not about to challenge some of the front runners of its kind made for PCs, Namco was clever to combine just the right blend of mission-based arcade action with a variety of realistic flight control physics. The first in the series was one of the earliest titles on offer for the console and won praise for its excellent 3D graphics, while the second came ahead in leaps and bounds to the tune of more missions, aircraft and weapons, along with improved Al. This third instalment has again added to the series with enhancements in all these key areas.

If you're the type that rips the plastic off a brand new game, drops the disc straight in to your machine, and throws the manual to one side, you'll be missing the full picture, as the gameplay offers minimal background on the premise of the game. Some might say, "That's fine by me... Just show me the way to the hanger," and to be honest which then makes them available for further missions. A total of 21 aircraft sporting some 14 different weapons are up for the taking, including some well known models such as F16 Falcons, F15 Eagles, FA18 Hornets, Mig-33's, plus a whole host of futuristic designs. Weapons available will depend on which aircraft is being used during a mission and include vulcans, heavy machineguns, short-range missiles, air to ground missiles, MIRVs and Pulse Lasers.

On the completion of each mission, a fully interactive instant reply is available, and then it's off to a debriefing to see how well the mission went. This session includes the duration of the mission, information on successful hits, the name of each target, a mini map showing your actual flight path, and a performance rating. And if you're lucky, a new aircraft is awarded before setting off on the next mission.

The variety of missions is exceptional and should put most budding pilots to the ultimate test. Everything from ground, sea and air targets are included in missions, ranging from destroying military buildings and bridges to dogfighting with a sky full of enemy aircraft and sinking

#### "The variety of missions is exceptional and should put most budding pilots to the ultimate test"

there's every bit as much fun to be had doing just that. But for those who still enjoy the aim of the game, the story is set not too far into the new millennium, which has seen the Government system collapse under corporate monopoly, and the rise of two enterprises that control the balance of power. Due to growing tensions between the two, the Universal Peace Enforcement Organisation, which you are a part of, must try to subdue the conflict between them. This is done by performing a wide variety of missions, which sees you aiding one of these sides depending on the circumstances.

The difficulty options present three levels, the major difference being the abuse your aircraft can handle when being fired upon or slammed into solid objects, such as the ground! Apart from that, each of the 36 missions are the same in easy, normal and hard modes.

Missions all start out with a briefing, indicating both a primary and secondary objective. Most primary targets need to be accomplished within a certain time limit, while secondary goals have an open time limit. The choice of aircraft is the next important decision, and while the first few missions use the default fighter EF-2000E Typhoon II, more models are unlocked on the completion of certain missions,

a fleet of ships and submarines. Each mission requires the careful pre-selection of aircraft and weapons to do the job successfully.

Helping showcase the game's near perfect graphics engine is a new feature called 'Real-time Perspective Control', which allows real-time panning of the player's visual point-of-view outside the aircraft and inside the cockpit. This offers players full 360-degree viewing control with the right analog stick while still controlling the aircraft with the left stick, enabling the player to keep track of fired weapons to ensure they hit their target.

Naturally the most important information is available on the H.U.D. (head up display) inside the cockpit, which offers details on the aircraft's altitude, speed, damage meter, missile count, compass, mission duration, radar and updated mission briefings.

The audio side of the game is a mix of satisfying sound effects but less than average music and voiceovers, and most gamers will adjust the levels in the options area to suit.

Ace Combat 3 shines with its successful combination of intense arcade-style action and realistic flight sim controls. The gameplay enhancements are sure to satisfy existing fans of the series while stirring the appetites of a new generation of gamers.

Mike Wilcox

#### ALTERNATIVELY

Colony Wars: Vengeance 9/10 PSM 17 G-Police: Weapons of Justice 8/10 PSM 26

#### VERDICT

Wing Over 2



GRAPHICS GAMEPLAY LIFESPAO

4/10 PSM 23

10 Possibly the best you will see for a game of this type.

8 There's nothing around as authentic or fun to play.

7 Lacks a multiplayer option, but the missions are exhaustive.

The most fun you will have in the air without your feet leaving the ground. Another Namco title destined to be

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Publisher: Sony

Developer: Namen

Origin: Japan

Release date: Out now

Style: Combet/flight sim

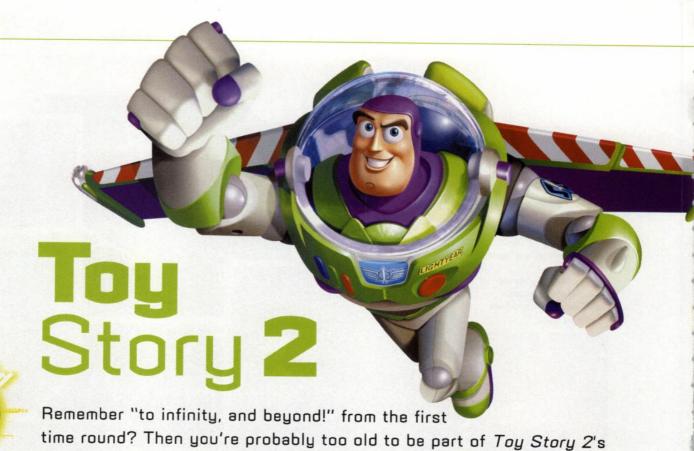
Price: \$69.95 (NZ\$79.95)











target audience — but that doesn't mean you won't enjoy it.

Publisher: Activision

Developer: Traveller's Tale

Release date: Out now

Origin: US

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Style: 3D platform adventure

Price: \$89.95 (07\$99.95)

ike Pixer's mesterpiece of computer-generated cinema, there's plenty in Toy Story 2 that'll appeal to those who still think Ster Wars starred Indiana Jones and not that bloke in Trainspotting.

Only a year or so back the term '3D platformer' was hardly fit to sit in The Big Videogames Dictionary alongside entries like 'racing simulation' and 'beat 'em up'. These so-called '3D' games weren't really anything of the sort as they failed to deliver the freedom to look and move wherever you liked. What Toy Story 2 shows, post-Ape Escape and Spyro, is just how far this kind of platform game has come. Taking control of suburban spaceman Buzz Lightyear, you enter a seamless 3D world that stretches out in every direction. Chairs can be climbed, car bonnets can be bounced on, and you can deathslide down washing lines and zap hovering robots in your mission to rescue your new best pal, Woody.

It's the ease of getting about that really strikes you. There are very few of those 'I should be able to do that!' moments of seething

frustration. Leap at a pole and you hang on, jump near enough a beam and you swing round it like some demented gymnast. But don't let that fool you into thinking that the game itself is easy. Getting from A to B is one thing, but finding out what to do and how to do it when you get there is another. Like all good platformers you're forced to explore before you can collect useful items, and solve puzzles and defeat bosses before you get to visit the next level. While clues are passed on by the Toy Story cast (like Hamm The Pig or Bo Peep) the game holds your hand much less than you might expect. You'll exhaust yourself trying to out-race a toy car without bothering to ask and then discover that you'll never win without your jet boots that must be earned on another level.

There's no getting away from the fact that many of Tov Story 2's levels don't feel that big. If you've just been flying in Spyro 2 or catapulting stones at dinosaurs in Ape Escape, a spot of claustrophobia might set in. Yet compact as they are, there's plenty to do in each stage. Reach the construction yard and you will be asked to round up five little tykes, solve a paint-mixing puzzle, collect 50 coins, find five wrenches, and defeat the jackhammer boss at the top of a tower of girders. Unlike old-style 3D platformers, this is a game that is in no way vertically challenged. Leap your way past red-hot rivets to the top of the scaffolding or shin up a

tree and you'll be greeted by a world-class view of the level laid out below you. It's a vista marred by no fogging and precious little fading at the edges that doesn't feel the need to hide its shortcomings under a veil of darkness. The first-person view used to aim Buzz's laser confirms just how well constructed the levels are as you shoot down toy planes and blow the catches off cribs with a single burst of your light beam.

Perhaps the most surprising thing about Toy Story 2 is how easy it is to forget that it's a film license. Games of films are normally accomplished con men who tempt you in with cinematic snippets and artfully rendered characters only to cheat you of a decent wedge of gameplay. Last year's A Bug's Life is a case in point. Happily Toy Story 2 is no such Sindy in Barbie's clothing it's a game that just happens to come with film clips, not 40 minutes of the movie with, oh, a few game parts thrown in. Cleverly, apart from framing the action, the movie sequences are used as rewards for collecting additional tokens on each level.

What is disappointing about Toy Story 2 is its desire to play things just a little too safe. Ape Escape and Spyro 2 manage to be totally kid-friendly while still introducing some genuinely original elements to the platform genre. Toy Story 2 can make no such claims — at times it feels like platforming by numbers as you run around collecting coins or fiddle about trying to line yourself up for a particularly tricky jump from a see-saw balanced half-way up a tree. Well thought out though it is, there's a certain predictability to the gameplay that leaves room for cynical types to whine on about movie/toy cash-ins. Which is a shame when an injection of originality at the planning stage could have made Toy Story 2 not just a good film license but an altogether excellent 3D platformer.

It would be nice to think that Toy Story 2 marks some kind of turning point in the career of the film licensed game. It hints that those tinseltown players are finally sick of peddling baby mash and have decided to serve up real movie-related entertainment instead. Time for nipper minders to pop their corks in celebration then? Maybe not. Toy Story 2 is, unfortunately, the kind of exception that goes to prove the rule. A title aimed at kids that doesn't insult adults? A movie tie-in that's a worthwhile game in its own right? We hear the flutter of pigs' wings coming from the direction of that big blue moon. Enjoy it while you can.

ALTERNATIVELY

Spyro 2 9/10 PSM 28 Ape Escape 9/10 PSM 24 40 Winks 8/10 PSM 24

VERDICT



GRAPHICS GAMEPLAY LIFESPAN

8 Shine like freshly moulded plastic.

8 Clever but not original.

7 Won't last you until Toy Story 3.

Graphically strong and packed with great characters. Not as long lasting as Spyro 2 but has enough challenges to keep even the Ape Escape monkeys fully occupied.











- You want pyrotechnics? You got 'em. Buzz may only be a toy but his space ranger laser gun works just fine.
- 84 You can run, jump, climb, push objects, slide down wires and lines, and swing off beams.
- 58 You'll find many of the bosses right at the top of the level, while others have a stage all to themselves.
- Buzz can collect laser power-ups to
- make his beem even more powerful. 848 While the levels aren't huge, there's plenty to do.
- This film footage shows Buzz infiltrating an alien spaceship, a reward for collecting extra tokens on level two.





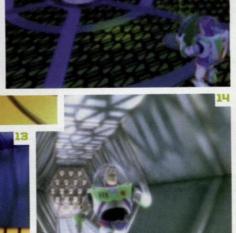
















Consult with your reptilian chum and he'll tell you that there's a planet token hovering over the pool.



To get extra air from the pump, use the slam move (press ○); as you fall on to it, it pushes



Having located the swimming pool and accompanying deflated duck, it's your job to start blowing it up. Jump on the pump!



Once it's inflated, you'll need to slam on the duck's back to make it bob so you can leap up



Anyone who found Tony Hawk's Skateboarding to be pure arcade fantasy will love Thrasher Skate & Destroy - it's sick, man.

ou can't talk about a skate game without referring to Tony Hawk's Skateboarding - the best skating game on PlayStation so far. This unashamed arcade game made the impossible possible, the ollie obtainable and the rocket reachable — much to our delight. But maybe there's more. Maybe there's a different, better approach. Maybe that game is Thrasher Skate & Destroy.

The gameplay in Thrasher is pretty standard — take a skater through each of the levels, scoring points for a trick within a certain amount of time. To complete a level you have to escape from a cop giving chase. Progress through the levels, earn sponsorship deals and become the best skater in history - or something like that. If you want a bit of originality try the twoplayer mode where skaters battle it out - not for the best stunts, but for the best and most damaging accident. Hilarious, But the real test is what the skating feels like.

This game was made by skaters for skaters. The developers have ignored the easy option of arcade-style gameplay and gone for a simulation approach. This means it takes a lot of practice to get your skater to perform any stunts.

Anyone expecting to pull off a 180 kickflip misty to stalefish straight away by randomly pressing the buttons will come away sadly rejected. But Thrasher will reward your efforts. Spend any amount of time with it and you'll soon be pulling off wall grinds, varials and stalefishes with ease. And you actually get a feeling of satisfaction from pulling off a trick rather than just bashing the buttons and performing outrageous moves. The icing on the cake is the classic '80s soundtrack. We're not talking Flock Of Seagulls, but music from the street (man). Cuts from Public Enemy, The Sugarhill Gang and Grandmaster Flash give Thrasher a unique oldskool atmosphere.

While Thrasher is an excellent attempt at a skate sim, it does fall short of perfection. The controls can be a little twitchy and the awkward camera angles can make landing tricks difficult. However, Thrasher is exactly what a skating game should be - a test of manual dexterity and, most importantly, incredibly cool to play. It will take a fair amount of work from you to get anything out of it, but the rewards are definitely worth it

#### Publisher: Jack Of All Games

Developer: Z-Axis

Release date: Out now

Origin: US

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Style: Sketeboarding sim

Price: \$89.95 (NZ\$99.95)

#### ALTERNATIVELY

Tony Hawk's Skateboarding 9/10 PSM 27

Cool Boarders 3

8/10 PSM 17 Street Skater 8/10 PSM 22

VERDICT



GRAPHICS GAMEPI AV LIFESPAN

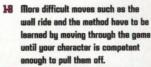
- 7 A good lo-fi skatey feel to it.
- 8 Tough to begin with, but ultimately rewarding.
- 8 Lots of tricks to learn and courses to skate

An excellent game, but not quite up to the standard of Tony Hawk's Skateboarding. If you concentrate and practice hard, you'll soon become adept at all those wall grinds and varials.









- 48 Even if you find a high-scoring area, it's important to move around the level or you'll be marked down.
- 78 Trick-for-trick, Thrasher is very impressive. Big gaps are easy to find, but hard to land...
- 10-11 Intuitive controls allow for technical flippity board tricks.

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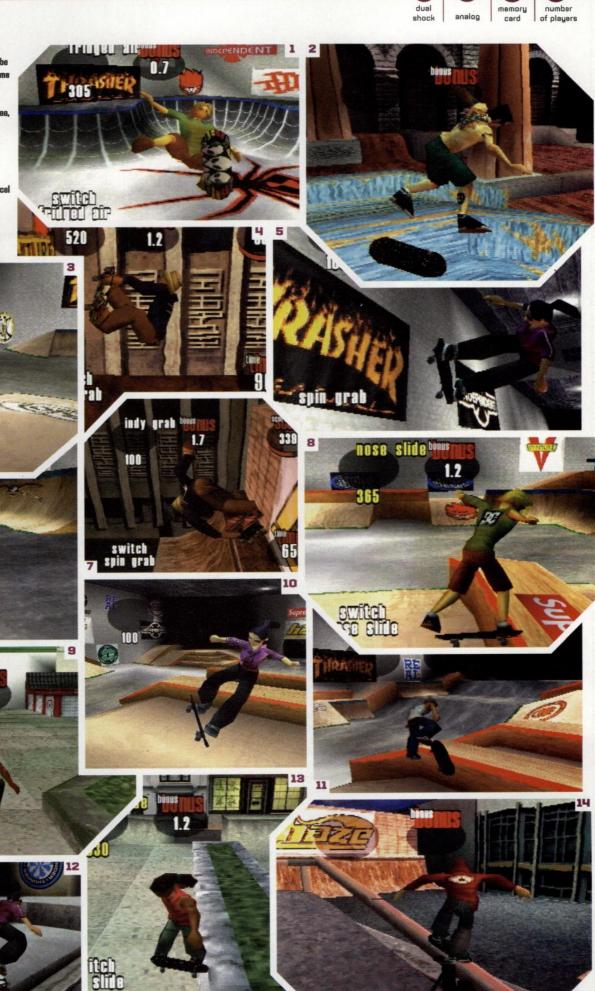
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- 1238 An array of board slides mea excellent grinds.
- 14 This is where you risk future perenthood!

kickflip

450

Rickflip



Discworld Noir

Murder, mystery and magic - an adventure that is 'Terry' funny. Oh, our sides...

imself a committed gamer, it's little wonder that Terry Pratchett's Discworld novels have found themselves I in game form. With two such adventures already in the can, the third game in this non-trilogy adopts a markedly different approach. As the title suggests, Discworld Noir takes its cue from film noir and the gumshoe detective novels of Raymond Chandler. It just happens to be set in Discworld, and more specifically, the sprawling city of Ankh-Morpork.

Though the intro sequence finds the lead character, private investigator Lewton, murdered by an unseen hand, we swiftly flashback to the game proper and the beginning of the events which lead to his untimely demise. Lewton is visited by the

"The dialogue is suitably authentic and funny in that slightly irritating I-knowit's-funny way that Pratchett writes"

ubiquitous femme fatale who has a case for him. Her friend, Mundy, is missing. Naturally, you accept the job (if you don't you're down \$80) and descend into the underworld of Ankh-Morpork, where you mingle with the inevitable unsavouries, many of whom turn out to be familiar faces from the Discworld books.

Though Pratchett's involvement in the game was peripheral, his touch is everywhere. The dialogue is suitably authentic and funny in that slightly irritating I-know-it's-funny way that Pratchett writes. However, this being a Discworld game, the environment is richly developed and populated by a bizarre mix of fantasy characters (voiced by assorted Young Ones and Red Dwarf cast members). Also, being an adventure, the game is dialogue-based and the only way to uncover its secrets is to grill every character you meet.

Naturally, Discworld acolytes will relish the chance to romp around in this digital expansion of Pratchett's universe. Nonfanatics though, will be frustrated by the continual dead-ends, obscure objectives and murky graphics. Admittedly, that's probably the whole idea behind the noir genre, but still...



Publisher: GT Interactive

Release date: Out now

Origin: UH

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Developer: Perfect Enterteinment

Stule: Point and shoot adventure

Price: \$78.85 (NZ\$89.95)

VERDICT

The X-Files

GRAPHICS GAMEPLAY LIFESPAN

6/10 PSM 26

7 Great FMV, but it's all a trifle too dark.

8 Nice enough, but would work better with a mouse.

8 One very hard case to crack.

The upper tier of PlayStation adventuring, complete with atmospheric visuals and a hugely engrossing plot. Pratchett fans will find everything they've been waiting for right here.



18 ...Pretchett fans will love it!







of olauers

Crashes and collisions are not just allowed in this smash 'em up, they're positively rewarded. That sweet, sweet sound of metal grinding against metal is never far away.

t first glance, Demolition Racer looks like a pretty normal racer. You choose a single race, league or twoplayer option, and then you pick a car and play. As usual, if you complete League Mode you can unlock previouslyhidden tracks and cars, and each vehicle is rated for things like acceleration, speed and handling. But there's a real lust for violence lurking beneath this benign arrangement. Sometimes you're driving around a series of circuits seeking out shortcuts and bashing other cars for points; other times you'll end up in an arena atomising your opponents in a multiple vehicle pile-up-athon.

Whatever the pretext, forget your natural instinct to avoid other road users - it'll get you nowhere. Even when you're racing round a circuit, finishing first won't gain you enough points to qualify for the next round - you've got to crash your way to victory. Which, of course, leads to frantic, messy, bits-of-car-flying-all-over-the-place action. The best kind.

With all this emphasis on collision, Demolition Racer could easily have compromised on subtlety and style, but the gameplay is actually

"...finishing first won't gain you enough points to qualify for the next round you've got to crash your way to victory"

> finely balanced. The handling is lively and responsive, which puts the emphasis very much on skill, and you've got to nurse your own car through the event even while you're busy hammering everyone else's - so there's an element of strategy in the game there somewhere.

> Demolition Racer takes the classic hunt-and-shunt formula of Destruction Derby and Twisted Metal and runs with it - straight into another car. Track design is reasonably varied, the physics engine is exciting without being ridiculously over the top, and there are plenty of game modes to explore. Okay, so the visuals are horribly dated, and the whole package is hardly revolutionary or groundbreaking stuff, but don't take it too seriously and you'll have a hoot. In fact, we'd say that it's definitely a smash hit.

you'll love this. 2 There are 13 locations that

range from multi-storey car parks to rural mud tracks.

3 Collect power-ups to repair your bumps and bruises.

Most tracks feature hidder routes and shortcuts. Watch out for skull icons -

they take chunks off your damage gauge.

67 Porget your natural instinct to avoid other road users you'll get nowhere.

## Demolition Racer

Developer: Pitbull Syndicate Release date: Out now Origin: US

Style: Smash 'em up

Publisher: Ozisoft

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Price: \$79.95 (NZ\$99.95)



# B5 4 If car crashes turn you on,

#### ALTERNATIVELY

Twisted Metal 2 9/10 PSM 3 Destruction Derby 2

8/10 PSM 2 Vigilante 8 7/10 PSM 12

VERDICT



GRAPHICS GAMEPLAY LIFESPAN

- 6 As rough as a second-hand paint job.
- 8 More fun than a VW Beetle.
- 7 Could outlast a Volvo.

It's not going to set the world alight but it may put a dent in the side of its opposition with strong gameplay and plenty

















Ronin Blade has arrived to avenge the past with a story full of symbolism and ritual violence using the Res Evil games as a blueprint. So, Resident Evil with samurais then? We wish...

he world of the samurai is ripe for a videogame. Steeped in muth and oriental glamour, it is surprising that no one has bothered to digitise the warriors' code before. While Ronin Blade presents two characters with different fighting philosophies (a samurai and a ninja), their fighting styles are almost identical. Any hopes for a Tenchu-style ninja and a Bushido Blade-style samurai are dashed by the similarity of their controls. The only real distinction between them is their separate perspectives

puzzle solving. We've all been there before and quite frankly it all becomes a little repetitive.

Such scant ambition keeps Ronin Blade hovering right around the average mark. The gameplay has few original ideas. The samurai posturing may be impressive and the fight system works fairly well, but the game world suffers from a lack of credibility. The graphics are atmospheric enough, but for a supposedly bustling Japanese port there are very few people around. Those that do appear stumble around with no apparent

#### "The samurai posturing may be impressive and the fight system works fairly well, but the game world suffers from a lack of credibility"

on the story. This takes place in medieval Japan where your chosen hero stumbles across a group of soldiers attacking a young ninja girl. Rushing to her aid your character inevitably becomes entwined in an increasingly outlandish story of psychotic shoguns and demonic

The story is moved along nicely by some good cut scenes with excellent voice action and characterisation. It's all very cinematic, but then that's the expected norm for this kind of game. What follows is a lot of exploring, fighting, clue gathering and a bit of purpose; their only job is to wait until you're ready to talk or fight with them.

At least the story is marginally interesting and the ability to play from two different characters' perspectives props up your interest for a reasonable amount of time. But there's no escaping it - Ronin Blade is a tragic waste of samurai style. While it may be a little different from the usual PlayStation fare, there are plenty of better action adventures around. Who said Tenchu?

Nick Iones

#### Publisher: GT Interactive

Developer: Honami

Release date: Out now

Origin: Japan

Stule: Beat 'em up

Price: \$89.95 (NZ\$109.95)

#### ALTERNATIVELY

Tekken 3 10/10 PSM 26 Bushido Blade 8/10 PSM 7 8/10 PSM 29 Shao Lin Tenchu: Stealth Assassins 7/10 PSM 27

VERDICT

It is a very good idea to do a game based on samurais but the execution could have been so much better. It could and should have been a brilliant game.

GRAPHICS GAMEPLAY LIFESPAN

6 Attractive pre-rendered backgrounds that lack atmosphere. 5 Good fighting system neutralised by stale puzzles.

6 Two characters to play prolongs the pain.



CD

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- The questions aren't exactly familu-friendly
- minute-o-retro-fun.
- All the characters you know and Oh my god, so
- kill Kenny! 58 There's no more than a couple of
- hours entertainment here. We don't guarantee you'll be
- clutching your sides.

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## South Park: s Luv Shac

You know a craze is in its death-throes when you notice middleaged dads down the pub wearing T-shirts promoting it. But while it would be very easy to join the backlash right here, let's avoid the obvious and talk about the game itself.

hef's Luv Shack is intended as a party game in which up to four contestants compete for points. With Chef as compère, Luv Shack adopts a TV game show format of multiple-choice quiz questions interspersed with gameplay rounds. The quality of these

Then there's longevity. The constant speech demands some heavy CD access that occasionally slows the pace, but there's still no more than a couple of hours of entertainment here. Is it even a good laugh? Well, there are two reasons behind South Park's monstrous success. With its underground low-budget production

"Topics involve plenty of self-promoting South Park trivia, fun-nee science, an unhealthy fascination with Charles Manson and ... down-home American cultural minutiae"

mini-games varies immensely, but encompasses everything from Find The Lady and Track & Field-style button pumping to arcade classics. Yep, uncredited versions of Donkey Kong, Asteroids and Galaxian are dressed up in South Park duffel coats and told to swear like troopers. Although they are inevitably inferior to the real thing, some are actually good fun for a quick retro-blast and well-suited to this format.

Sadly, it's the questions that let the side down. Topics involve plenty of self-promoting South Park trivia, fun-nee science, an unhealthy fascination with Charles Manson and enough downhome American cultural minutiae to baffle anyone who wasn't raised on Hostess Twinkies and the Pledge Of Allegiance.

values and anarchic creativity - you only have to recall the brilliance of evil Mecha-Streisand, or Jesus Christ fighting with Santa Clause -South Park instantly earned itself the acclaim of the critics. But its cleverness didn't preclude a sniggering obsession with the pubescent humour of anal probes, talking turds and fart gags, and it was this second, vomit-chinned face of South Park that greatly broadened its appeal to a mass market.

It should come as no surprise, therefore, that as a piece of licensed merchandise trying to reach that mass market and pilfer its swearing-Cartman's piggy-bank, ChePs Luv Shack plumps for the lowbrow. By the bucketful. Even if you think you like South Park, and you're not absolutely sick of it yet, don't assume you'll love this.

#### ALTERNATIVELY

Um Jammer Lammy

Publisher: Acclaim

Developer: In-house

Style: Party game Price: \$79.95 (07\$99.95)

Origin: US

Release date: Out now

8/10 PSM 25 Bust A Groove 8/10 PSM 16 Arcade Party Pack

6/10 PSM 31

LIFESPAN

#### VERDICT



GRAPHICS Cheap, flat and crudely animated – spot on, then. GAMEPLAY 3 Low on trivia, but the mini-games are fun. Briefly.

1 A couple of sessions and you really have seen everything.

Despite the retro mini-games, you can have more fun with a pub quiz machine than with Isaac Hayes being a Grandia

Even though the letters 'RPG' can ( too often stand for 'Really Poor Graphics', this is a truly grand and involving adventure epic.

n this thoroughly charming game you play a cheeky scamp of a kid adventurer called Justin. Justin's young female companion Sue supports you and her 'weird pet flying thing' called Puffy.

The game kicks off with you wandering your local town mucking about and being a bit of a smart-ass as you poke fun at the townsfolk you come across. Unlike many RPGs there is no great catastrophe to get the action going or draw you in. Initially you are given trivial quests, characters to meet and places to go, and as you persevere, the rather involved plot unfolds and you get a feel for the main players.

There is a lot of speech and some of it is quite amusing. The music and atmospheric sound scapes are also superb. The gameworld you get to explore is colourful, detailed, and above all, huge. However, the use of sprite-based graphics and 3D polygonal environments at times looks clumsy, and even though it is an efficient way of presenting lots of characters on screen at the same time, it makes the game look a little dated. However, many of the backgrounds are much more than dull lifeless props, as many objects move when bumped into.

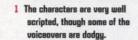
You can also rotate the camera viewpoint 360 degrees with ease, a feature which makes navigating complicated areas (like the town of Parm) much easier. The game also features a compass that helps you by highlighting where you should be going next to advance the plot further. This puts an end to a lot of the aimless wandering that can occur in this sort of game, though you will still have to cover a lot of ground as you do many of the plot advancing errands that the game requires you to carry out. This can at times be annoying as you run around 'safe' areas like the main town, fetching items for various people so that they will then give you access to new areas, or give objects which move the plot along. This aspect of the game design does make it likely that it will only appeal to patient RPG stalwarts; if you count yourself amongst this group, you'll love what the game has to offer.

A time gauge determines combat, with you making strategic choices and the characters performing them when their time bar has completed a cycle. The spells and combat aren't nearly as impressive as Final Fantasy VII or VIII, and there is a hell of a lot of combat, but you do have many strategic choices and abilities, and RPG fans will be used to this sort of thing.

On the downside, the invisible borders between the main map and playfields are at times not well defined, which means you will be wandering in and out of areas a bit more than you'd like. This is made more annoying by the loading times, which can be a bit long as you switch between areas.

If you are a fan of RPGs, this one is a beauty. The visuals may not scorch your retina with their brilliance, but Grandia is a game for those who like a good yarn and have a bit of time on their hands.

Steve Polak



- 23 The gameworld offers glenty of
- 46 Talk to all you come across to advance the plot.
- 78 Heep an eye out for interactive scenery - there's lots of it.
- 911Some characters will have neu information if you revisit them after you have completed a task.

12 The Ku Klux Klan's new disguise



Publisher: UbiSoft

Developer: Game Arts

Release date: Out now

Origin: Japan

GRAPHICS

GAMEPLAY

LIFESPAN

Style: Role-playing game

Price: \$79.95 (NZ\$109.95)

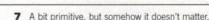
#### ALTERNATIVELY

Final Fantasy VIII

10/10 PSM 28

Breath of Fire III

8/10 PSM 17 Jade Cocoon 6/10 PSM 30



The actors are at times dodgy, but the music is superb.

9 Big, Homer Simpson-sized Squishy of a game this



VERDICT

This game is a better offering than you'd think upon first inspection. If you haven't played an RPG before, you might find it a bit too leisurely.

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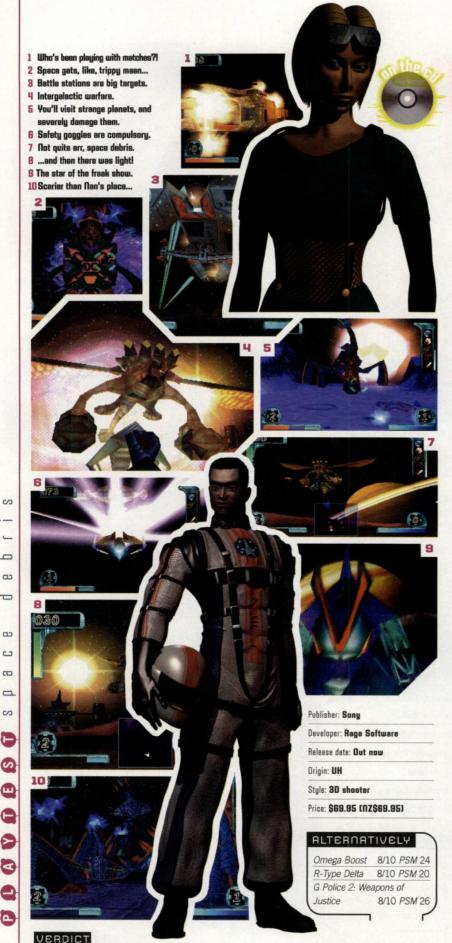
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# Debris

The name 'Space Debris' suggests that it is a re-make of an obscure arcade game from 20 years ago known as Space Invaders. But it isn't. Not a bad shot, though...

pace Debris is a suitably futuristic intergalactic shoot 'em up that's a reasonably entertaining blastorama. The opening level is reminiscent of the final scene in Star Wars. You'll think that you are Luke Skywalker on a mission to destroy the Death Star. The way this level unravels is a great introduction preparing you for the spectacular laser battles set to follow.

For the record, you assume the role of pilot James Bryant, not Mr Skywalker. As part of the United Earth Defence you take on a series of missions. The missions are primarily shooting based as you negotiate your way past space junk, shrapnel and enemy lasers.

Graphically Space Debris is impressive. Blasting away at enemy ships results in great explosions with vivid colours and plenty of 'space debris' flying loose. It runs smoothly, despite the amount of polygons, colours, movement and explosions being thrown about.

Avoiding enemy fire is a challenge. The control system allows you to move around the screen, although there is very minimal movement forwards and backwards. The four shoulder buttons allow you to bank. brake and accelerate, however they only have a slight effect. This inability to advance or retreat from your enemies is the biggest drawback in the game, although the vibration that kicks in when under attack is a real buzz! Fortunately, the action is also fast and furious. Entire fleets of enemy craft come at you fast and avoiding their fire while aiming your cross hair to return fire is an inundating challenge.

Although you are the Pilot, the game leads you through a predetermined path that you cannot alter; you are only capable of pointing your fighter ship in different directions to aim your lasers, missiles and smart bombs. Also, weapon upgrades, power-ups and collectable special items are disappointingly too few and far between.

Most missions see you in various combat sequences. You'll be attacking huge space stations or being ambushed by enemies as you hammer through the craters and valleys of desolate planets. Tapping away furiously at the fire button is part and parcel of this style of game. Strategy takes a back seat, as inflicting the most amount of damage in the shortest possible time becomes your priority. If you're expecting to plot and position yourself through each level, then look elsewhere - this is a shoot 'em up with non-stop action.

Due to the limited in-game options, Space Debris will possibly be seen as a combination of re-hashed 'classics' such as Asteroids, Space Invaders or even Centipede. And like these old timers, it's not a game that has much long-term appeal, despite the high-res overhaul.

While it is certainly a great-looking game, most gamers will be disappointed at the simplicity of the missions. No matter how great things look, level after level of the same action tends to get repetitive. Die-hard fans of arcade intergalactic blast 'em ups will take to it like a duck to water. For the rest of us, there are plenty of other games that offer a tougher challenge.

Richie Young





GRAPHICS GAMEPLAY LIFESPAN

8 Easily the highlight of the game.

7 Fast and fun shoot 'em up action.

4 Way too limited.

Space Debris is a fine-looking game that unfortunately relies on limited gameplay principles of older arcade-style shoot 'em ups.

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Jet Rider is called Jet Moto over in the US, but whatever it's called, the game has never been a major performer. However, there are obviously enough fans to warrant a second sequel. There's no accounting for taste...

here are many stars in the PlayStation racing game firmament, but Jet Rider has never shone brightly enough to be one of them. The first game was a pleasant enough distraction, with fairly innovative gameplay and slick graphics (for the time). However, the futuristic hover-bike/jet-ski action did not really compare to the ultra-stylish Wipeout series and the second Jet Rider game was basically ignored by all but hard-core fans of the first title.

So it's somewhat of a surprise that here we are with Jet Rider 3, which doesn't add a whole lot to what we've already seen before. Apart from a painful over-abundance of in-game

and the action cracks along at a high frame rate. There are varied environments to tear through, including a volcanic island, ice falls, an underground city and canyons, although while there are many different surfaces (water, land, ice) nothing seems to have a major impact on handling. Also, many turns are very unclear and the camera tracking leaves a lot to be desired.

The trick to racing a hover-jet is using the grapple hook at the right time to slingshot you around corners at breakneck speed and assailing safely down vertical drops. This does take some getting used to, and one grappling mistake and you can almost kiss your winning chances goodbye - so be prepared for some frustration before tasting victory.

#### "...one grappling mistake and you can almost kiss your winning chances goodbye"

advertising. Several PlayStation titles have subtly incorporated paid advertising into the action, including Tony Hawk's Skateboarding and Wipeout 3, but Jet Rider 3 puts the sponsors' billboards right in your face and they're so intrusive that they honestly do detract from the game experience. But at least you know now whose products to avoid buying.

There are 11 all-new jet moto vehicles to race and some 'extreme' characters who race them, but they certainly don't have much individuality or personality. The courses are quite nicely designed, featuring a heap of shortcuts, secrets and stunt areas,

There are several difficulty settings as well as gameplay modes (practice, single race, circuit or season), and the twoplayer split-screen racing works quite well. The hover-jet's engine noise is highly annoying however, and should be turned down, and while the music soundtrack is okay, it certainly isn't up to the quality of other recent racing titles such as Wipeout 3 and MTV Sports: Snowboarding.

Compared to other brilliant PlayStation games out there, it's just not good enough.

Stuart Clarke

#### Publisher: Sony

Developer: 989 Studios

Release date: April

Origin: US

Style: Racing sim

Price: STBC (NZSTBC)

#### ALTERNATIVELY

Wipeout 3 10/10 PSM 26 Wipeout 2097 10/10 PSM 6 7/10 PSM 3 let Rider

VERDICT

If you are a fan of the series, you might forgive the game's many shortcomings. It's doubtful though... Check out the Wipeout series if you haven't already.

GRAPHICS GAMEPLAY LIFESPAN

6 A variety of environments, but bad camera tracking.

5 It's hard and not very enjoyable.

5 Quite a few tracks to unlock and a two-player mode.



multitan







- 14 Steal the ball, lob it up the court, leap like a salmon and slam it through the hoop. All from different camera angles.
- 5 It's hang time.
- The king of basketball.
- The ultimate challenge -Michael Jordan Us Andrew
- 8 Steeling the ball swiftly is the
- And Gaze scores! Yeah!

















# A Live 20

**PlayStation** RECOMMENDS The prayers of basketball fans worldwide have been answered: you can finally play as Michael Jordan in a PlayStation game that's not called Space Jam.

Publisher: BA

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Developer: EA Sports

Release date: Out now

Origin: US

Style: Basketball sim

Price: \$89.95 (NZ\$99.95)

he NBA Live series has been one of the big improvers for EA Sports since it first arrived on the PlayStation with the mediocre NBA Live '95. Since then, each yearly update has been more than a token "let's just update the rosters and tweak the graphics" deal, with new features and fairly big leaps in visuals pleasing legions of basketball fans each year.

Last year's NBA Live '99 featured one of the biggest improvements to date - the addition of facial expressions. This has been trumped by NBA Live 2000's update, which is the ability to play as the greatest player to play the game of basketball -

in the game as well) versus Michael Jordan and see if you can score a single basket with the Aussie legend.

While Michael Jordan and the One-on-One mode are the headlining features of NBA Live 2000, hardcore basketball fans will be glad to hear that the AI has also been upgraded considerably. Playing NBA Live 2000 on Superstar mode is now a real challenge, and thankfully the CPU doesn't use cheap tactics to keep itself in the game - just solid basketball tactics. Each team also runs plays that they would in real life, so Chicago and the Lakers use the Triangle Offence, while Utah goes with the Pick-And-Roll constantly. However, with all these new features there is a trade-off. The

#### "With the addition of the legend players, for the first time in a NBA Live game you now need to perform tasks to unlock characters"

that's right, Wilt Chamberlain. Oh, and some other legends like Michael Jordan are in there as well...

With the addition of the legend players, for the first time in a NBA Live game you now need to perform tasks to unlock characters. While each legend is available for use in the All-Star game mode (where you use an All-Star team from the 1950s through to the 1990s). you'll need to unlock each player to use them in season play. For instance, to unlock Michael Jordan, you have to beat him in the Oneon-One mode, but on the highest difficulty setting. Other tasks include winning five straight season games or scoring over 20 points in the Three-Point Shootout. Difficult tasks, but very attainable.

Another shiny new feature in NBA Live 2000 is the One-on-One mode. If you've ever wanted to take some of the old school NBA players and match them up with the new jacks, this is the place to do it. Or alternatively, you can just use Andrew Gaze (yes, he's

PlayStation isn't getting any younger so EA Sports has had to cut back quite a bit on the graphic detail of the players. The camera is now further away from the action, making each character a bit smaller (this does allow for the game to run at a slightly quicker pace though). The arenas, while still looking quite good, aren't at the standard that we've come to expect from NBA Live '99. And the replays are very chuggy.

When you look at the final package EA Sports has delivered and weigh up the pros (Michael Jordan, One-on-One, upgraded Al) with the cons (drop-off in graphics), you'd have to say that the right choice was made in regards to graphics versus gameplay. Finding someone who'd rather have improved visuals but without the ability to use Michael Jordan would be harder than Luc Longley beating Shaquille O'Neal in a One-on-One matchup.

**Ewan Corness** 

#### ALTERNATIVELY

Total NBA '98 8/10 PSM 11 Fox Sports: NBA Basketball 2000 6/10 PSM 31 NBA Pro '99 5/10 PSM 24

#### VERDICT



GRAPHICS GAMEPI AY LIFESPAN

- 8 Dropped a notch since '99, but still more than adequate.
- Legend teams and the One-on-One are excellent additions.
- 9 Unlocking all the legends will keep you busy for months.

The addition of Michael Jordan, the old school legends and the One-on-One mode make this the only real choice for basketball fans











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Fox Sports: 18 A Basketball

Is there more to basketball than just scoring baskets? Not according to this game. It concentrates so heavily on the hoops, it has forgotten about what goes on the rest of the court.

Publisher: Activision

Developer: Radical Entertainment

Release date: Out now

Origin: Canada

Style: Basketball sim

Price: \$69.95 (NZ\$99.95)

n the surface, everything that a right-thinking basketball game needs looks to be in place in Fox Sports: NBA Basketball 2000. There's a NBA license - herdly an exclusive deal, but essential nonetheless - and all the teams and players that go with it. There's a choice of season, play-off or exhibition play, and the controls will be instantly familiar to anyone who has played a basketball game before. Opting for the tried and tested double-tap method for throws declares NBA's desire to go for arcade accessibility over realistic simulation. But extended play reveals its basic flaws.

Starting off it's easy to believe you're a natural, as scoring a two-pointer in front of the basket is like shooting fish in a barrel. However, it soon becomes obvious that it's just as simple for your opponents to charge back down the court and score against you. Whichever strategy you choose, it's down to the whim of the Al whether the opposing team gets a basket. And the Al sure

Difficulty levels seem to make little difference to the end results because the games are nearly always extremely tight. Too often to be coincidental, the computer-controlled team will start fluffing baskets and turning over the ball if they've got the lead near the

"Starting off it's easy to believe you're a natural, as scoring a two-pointer in front of the basket is like shooting fish in a barrel"

> end of a match. If behind in the last quarter they habitually foul your team every chance they get. They obviously know that the free throws - with an impossibly fast, golf swing-style meter will inevitably be missed, even though the vast majority of good shooters in the real NBA have an 80 per cent plus success rate in this particular area. Catch-up logic is all very well, but not when it's this blatant.

> The fun of frantically scoring baskets and racking up huge scores means Fox Sports: NBA Basketball 2000 is always a laugh, especially if you play with a friend. However, its fundamental gameplay flaws and lack of strategy makes it impossible to recommend to anyone looking for a balanced game, let alone a quality basketball sim.

**Chris Buxton** 



#### ALTERNATIVELY

NBA Live 2000 9/10 PSM 31 Total NBA '98 8/10 PSM 11 NBA Pro '99 5/10 PSM 24

VERDICT

It's easy to score baskets, but just as easy to concede them, making results dependant on who makes the most mistakes. Free throws are ludicrously hard, costing its credibility as a sim.

GRAPHICS GAMEPLAY LIFESPAN

5 Decent animation, but the players look poor up close.

thing. Baskets are near

impossible to miss but all too

6 Great going forwards, weak going back.

6 A huge season if you can live with the basic flaws













# lillenniu Soldier: Expendable

Millennium soldier? It's a great idea, but it just doesn't quite come together. More like mid-1980s soldier... But in 3D.

ife is tough, and reality doesn't always live up to the concept. Last year's Avengers movie, for example. Or kebabs. Or, sadly, Millennium Soldier. Here's the concept: take the 1980s coin-op hit Commando, in which a little chap ran up the screen shooting baddies, and do it on the PlayStation with 3D graphics, eyebrow-singeing explosions, rack after rack of weaponry, screen-filling

thing you need is to have them obscured by massive explosions, clouds of smoke and showers of shrapnel. But that's what happens. Half the time you simply can't see what's going on, which way you're facing, or where you're meant to be going - you have to listen for aarghs just to know when you're being shot.

And the controls... Well, the directional buttons make you run up, down, left and right, which is sensible enough. And you fire

## "If you can get your head round the controls and squint your way through the graphics, there's fun to be had with Millennium Soldier"

#### ALTERNATIVELY

Publisher: Ozisoft

Developer: Race

Origin: US

Release date: Out now

Stule: Shoot 'em un Price: \$79.95 (NZ\$99.95)

10/10 PSM 28 Syphon Filter 8/10 PSM 24 Point Blank 2 7/10 PSM 26 bosses and a split-screen Deathmatch Mode, Excited? But here's the reality: a confusion of pixels in which it's fearsomely hard to see who's shooting who, combined with a control system that's like patting your head while rubbing your stomach.

The landscapes you trot through are great, with big tank things crashing through walls, trains zipping over bridges and even the odd excursion in an alien spaceship. The weapons, too, are terrific - machineguns, flame-throwers, multiple lasers, grenades and rocket launchers. There are even little R-Typestyle orbiting globes to help you tackle any baddies who invade your personal space.

Your bloke and his adversaries are tiny, however, so the last

in the direction you're running, which makes sense too. Until, that is, you have to shoot at something that's shooting back at you. Then you need to be able to side step, like in Quake. And you can — the L1 and R1 buttons let you strafe left and right. Except that's left and right from your character's perspective, which could in fact be up and down, or even right and left, depending on which way he's facing on the screen. Confused? You will be. A Robotrontype system of running and firing independently may have been more effective, but isn't an option in the finished version.

If you can get your head round the controls and squint your way through the graphics, there's fun to be had with Millennium Soldier. But you might be happier with a kebab.

**Jonathan Davies** 

#### VERDICT



GRAPHICS GAMEPLAY LIFESPAN

7 Too damn many of them. Atmospheric but bewildering. 5 Action all the way, scuppered by a dodgy control system.

6 There's plenty here if you can get your head round it.

If Rage does a Millennium Soldier 2, with clearer graphics and more manageable controls, it will be on to a winner

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# NFL Blitz 2000

True, any real depth has been sacrificed for adrenaline, but sod that, NFL Blitz is superb. American football has never been so much fun.

long time ago in a PSM far, far away (PSM 17 to be precise), we reviewed a game. It was an absolute stormer. Veined with playability, this title spot-welded tectics, forethought and utter carnage together into one arcade-addled bundle of bliss. It stopped work at PSM Towers, it received an 8/10 score and Joe and Josephine Public duly waited by the tills. And waited...

Fourteen issues on, that game is about to be released - kind of. Due to all manner of tedious contractual wrangles, NFL Blitz was never released in PAL territories. Thankfully NFL Blitz 2000 is on its way. Yes, it still sports those expensive NFL trappings (real teams, players and stadia) but after that, the gloves are off. 'First down and 10' is now 'first down and 30', teams are reduced to just seven and the rule book has been torn in two to be replaced by madness. A cartoon perversion of America's beloved

## "NFL Blitz's unique selling point is violence - and buckets of it"

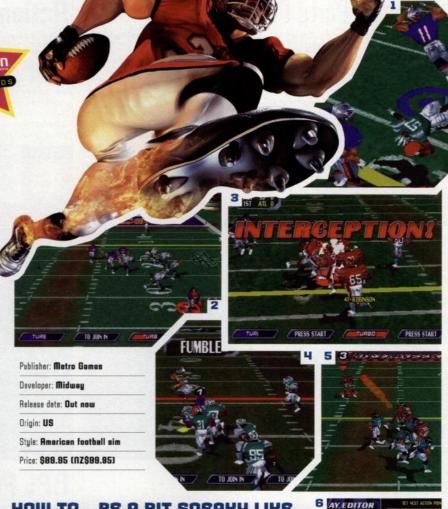
gridiron, NFL Blitz's unique selling point is violence — and buckets of it. Tackles cripple, players can be poleaxed irrespective of whether they have the ball, and even after a player is sacked, follow-up roughing is mandatory.

That said, there are still tactics to be utilised - indeed the amount of offensive plays have been upped from the original's 18 to 27 (each can also be reversed). Thoughtful deployment of the nine defence plays will hamper offensive moves, as tactical masterminds can alternate between helmet-denting blitzes and more thoughtful zone plays, picking off potential receivers with pinpoint precision (or a forearm smash). It's this shirking of traditional rules that will gaul NFL purists but it also guarantees more genuine thrills than all the Madden games put together. Play swings from end to end, games go right to the wire and with but one illegal (but allowed) interception, friendships will be threatened.

A superb bruisathon.

Mike Goldsmith





#### HOW TO... BE A BIT SNEAF









Don't cross the line where you started, instead zing off a long romb to one of your receivers. They'll be freed up and their markers hopefully won't have poleaxed



- The main appeal of Blitz has got to be the ability to kick our opponent's neck off.
- Helmets will fly, bones will snap and heads will crack en route to victory!
- 3-4Keep an eye on the loading screens for how you can intercept stray balls.
- 5-6 It's not just violent... Unde all the carnage are real plays, calls and a cool Plau Editor for neking your own offensive plan

#### ALTERNATIVELY

Madden NFL 2000

8/10 PSM 29 8/10 PSM 17 Madden 99 NFL Extreme 6/10 PSM 17

#### VERDICT

A bone-crushing blend of NBA Jam, NFL Madden and WWF Attitude, NFL Blitz 2000 is the most unputdownable game since Tony Hawk's Skateboarding.

GRAPHICS GAMEPLAY LIFESPAN

8 Chunky arcade-style goodness. 10 Sheer, unadulterated bliss.

8 You will lose hours, days, weeks,



# **Arcade** Party Pack

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VERDICT

VERDICT

Publisher: Metro Games Developer: Midway Release date: Out now Origin: US Style: Retro collection

Players: Two Extras: Memory Card, Analog Price: \$89.95 (NZ\$99.95)

This is a quality compilation of six '80s Atari arcade classics - 720, Toobin', Klax, Smash TV, Rampage and Super Sprint. Like Namco's Museum series and Capcom Generations, all are run under emulation, so are identical to the arcade. There's plenty of fun to be had, even if most of the games are designed to be

played in minutes rather than hours. 720 is still a laugh even in this post Tony Hawkera, and Klax is a quality Tetris alternative. Super Sprint might be an incredibly dated top-down racer, but PSM still enjoys a skid around the twisted tracks. It's easy to see why the cheesy shoot em up Smash TV is still a cult game, and Rampage is so close to the recent PlayStation World Tour and Universal Tour versions it's embarrassing. The only dud is Toobin', which has aged horribly. For retro freaks, this is a very solid compilation and with video interviews with the developers, an enjoyable trip down memory lane. However, modern gamers will still be unimpressed. JH



# Cyber Tiger

Publisher: Electronic Arts Developer: EA Sports Release date: Out now Origin: US Style: Golf sim

Players: Pour Extres: Memory Card, Duel Shock, Analog Price: \$79.95 (NZ\$99.95)

Cyber Tiger is so far below par it hurts. For one thing the name's just appalling, conjuring an image of the final exhibit in Sony's robot animal program, as opposed to an amateurish animated golf game featuring golf star, Tiger Woods, Cartoony graphics blend with flat backgrounds that give no points of reference

for accurate shots. Not that any of your shots will go where you want them to. It feels a bit like playing Tiddlywinks - only nowhere near as exciting and loads

more frustrating. Especially when the shot goes tees up and Tiger's irritating little snigger kicks in. Graphics are blocky and pixilated and without any of the charm that made Everybody's Golf so endearing. Worse, the game is riddled with obvious mistakes and looks like it has never been play tested. Considering you can now pick up Everybody's Golf plus the excellent Pro 18 in Sony's Golf Twin Pack for less than the price of this rubbish, please don't even consider shelling out your hard earned dosh. File under Games From Hell. DM



# **Action Man:** Mission Ytreme

Publisher: Hasbro Developer: Interactive Studio Release date: Out now Origin: US Stule: Action

adventure Players: One Extras: Analog, Memory Card, Dual Shock Price: \$89.95 (NZ\$99.95)

This is Action Man for the '90s. The only things that get torn limb from limb are robots. Baddies are captured rather than gunned down. And instead of confronting the Third Reich, Action Man is on an eco-mission to stop the dastardly Gangrene from sending us all to sleep with gooey green toxin. Thus, snugly cocooned

VERDICT

from the horrors of the real world, you embark on a series of levels that mix a bit of driving with a dash of flying, a degree of running and a soupcon of

hitting people. None of it is astoundingly brilliant, but stirring music and some nifty graphics ensures the game is suitably exciting. That is, exciting, but absurdly easy. Losing all your energy is virtually impossible, and there's even a lady who tells you which piece of kit to use to solve the puzzles. Should you manage to get captured, infinite continues will ensure Gangrene's plot is foiled before the end of your first evening's play. We guess it's so the kids won't lose interest, but most 10-year-olds are better gamers than me. JD



# **NFL Faceoff** 2000

Publisher: Sony Developer: 989 Studios Release date: March Origin: US Style: Ice hockey sim

Players: Two Extras: Memory Card, Dual Shock Price: STBC (NZSTBC)

Ice Hockey is about as popular in Australia as poo floating in a pool but that hasn't stopped countless simulations being released here over the years and 989 Studios' NHL Faceoff 2000 is the latest to try and win over a hostile audience. You may not be familiar with the rules, we sure as hell don't know what they

VERDICT

are, but that shouldn't stop you from having fun with the game. You have total control over signing, sacking and creating players for your team, as well

as trading them for players on other teams. You can also create your own custom leagues made up of teams from all over the world, or play in the traditional leagues and work your way through to the championship. Unfortunately Faceoff 2000 doesn't really stack up against EA's latest offering, NHL 2000. There are too many controls that are determined by what the player under your control is doing and not enough 'hard-wired' controls to do specific things. This results in rather frustrating gameplay most of the time. GS



# **Hiller** Loop

Publisher: Jack Of All Games Developer: Crave Release date: Out now Origin: Europe Style: Puturistic

racer Players: One Extras: Memory Card, Dual Shock, Analog Price: \$89.95 (NZ\$TBC)

It's been said that imitation is the best form of flattery, if so, then the team at Psygnosis will be blushing at the gills when they see this latest offering from Crave. This hover-style arcade racer has all the trappings of a Wipeout clone, with its bright palette of neon-colours. tracks designed to wrap around futuristic

cityscapes, and high-energy techno beats to hug deathdefying corners. Sure there are differences between the two the most important being that it doesn't shine a light on the latest offspring from the Wipeout family. Comparisons aside though, the racers in Killer Loop are called Tripods and are powered by a magnetic field called 'Magno-Kinetic', which travel at speeds of up to 300kph along metal-made tracks. But with the now well worn aim of the game to unlock more tracks, vehicles and game modes by winning races, and the almost unforgivable lack of two-player mode, this title is going to need more than a small miracle to save it from an early retirement in the bargain bin. MW



# Amerzone: The Explorer's Legacy

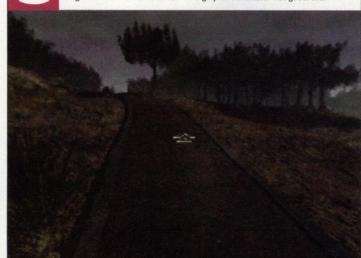
Publisher: Jack Of All Games Developer: Microids Release date: Out now Origin: Europe Style: Point

and click adventure Players: One Extras: Memory Card, Analog, Mouse Price: \$89.95 (NZ\$99.95)

Amerzone is a graphic adventure á la Myst, or the more recent X-Files. It is essentially an explore-athon with literally hundreds of locations to discover and puzzles to solve before moving on... You set out on a journey to an imaginary South American location called Amerzone on a mission to return a stolen egg

belonging to a mythical species of rare white birds. For some, the in-depth background and the ensuing adventure ahead might be all the action it takes

to keep them locked up behind closed doors for countless hours. However, the joy of being able to view each scene in full 360 degrees soon becomes dull, leaving the puzzle-solving element of the game. And the puzzles aren't exactly brainteasers, which only leaves a linear style plot to follow. One of the more interesting aspects of the game is the hydrafloat, a weird hybrid vehicle which functions as a boat, plane, glider, helicopter and submersible. Overall, Amerzone feels more like a graphic novel than a graphic adventure. Not good. MW



# In recent issues

name 40 Winks	issue PSM 28	score 8
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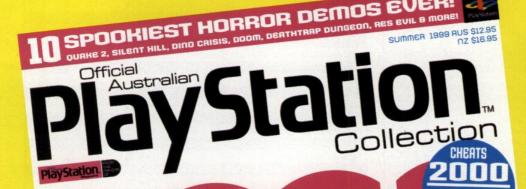


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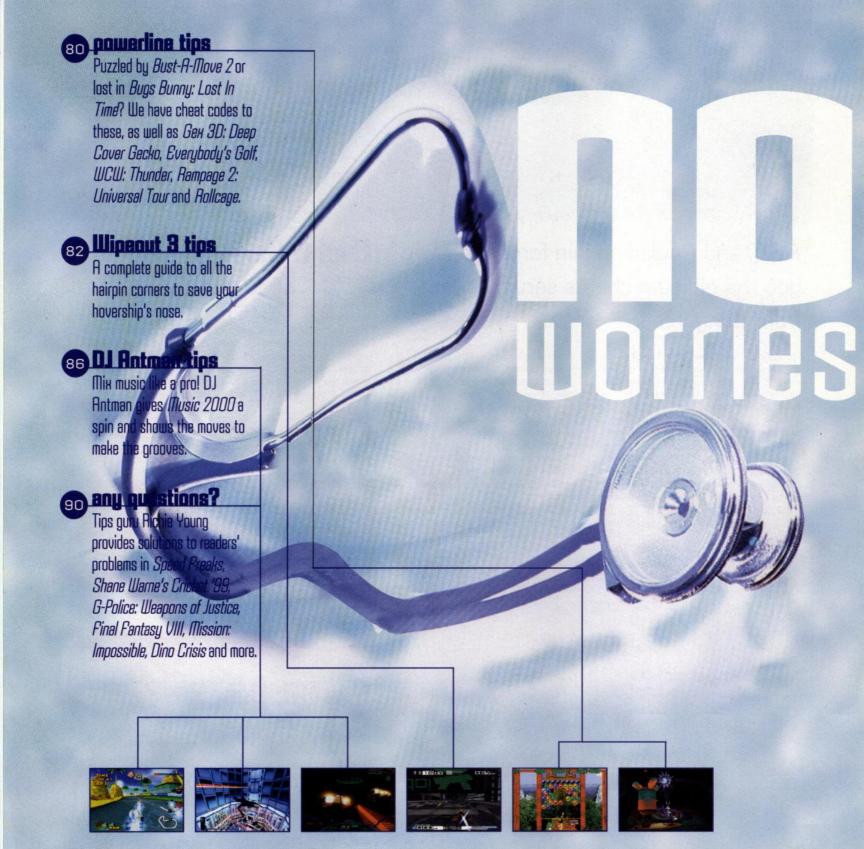
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Found a game so addictive you've finished it overnight? Or perhaps a game so tough you're stuck on the first level? Fear not, for PSM has all the extra levels and sneaky cheats you'll need to keep you glued to your joypad. And if you need more help, you can mail Richie Young or email playstation@acp.com.au and beg for help in next month's Any Questions? Or if time is of the essence, call the Powerline on 1902 262 662.





# PSM and Powerline join forces to bring you the ultimate cheats service direct from Sony itself.

The Official PlayStation Powerline provides gamers with an incredible amount of gaming advice that's only a phone call away. We'll be featuring the latest additions to the Powerline each month.

Call = 1902 262 662 (Australia only) and. once connected, press 0 to access the main menu (Australia only). The menu options are:

- 1. Speak to a member of Team PlayStation (9am-8pm EST, seven days a week).
- 2. 'Cheats Heaven'. Punch in the five-digit code located on your game CD above the PlayStation logo and after the letters SCES or SLES.
- 3. New and upcoming PlayStation games information.

- 4. PlayStation game of the month.
- 5. This month's Top 10 titles.

6. Information on PlayStation peripherals.

The Powerline is charged at \$1.50 per minute (NZ\$1.69 - a higher rate applies if calling from mobile or public phones). Callers aged under 18 must obtain a parent's permission before phoning.

The service is available 24 hours a day, 365 days a year and is operated by CT-Solutions in Australia and Syncomm Ltd in New Zealand.

For instructions on how to access the Powerline in New Zealand, please follow the instructions below.

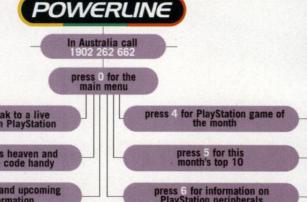


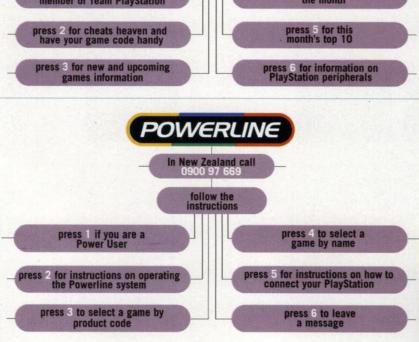
Play a game, then quit. Then during the demo sequence press R1, ↑, L2 and ↓ and a small greenish character will appear in the bottom corner.

If you choose Puzzle Game, the words 'Another World' appear below and 135 hidden maps and backgrounds will now be available! If you choose Player Vs Player, a character selection screen appears and you will be able to choose between five available characters. More characters are available depending on how far you have progressed in Player Vs Computer mode.

In Puzzle Game mode, while Bubby is on the Start platform, press ←, ←, ↑, ↓. Then press L1+L2+R1+R2 simultaneously to access a secret character select screen.

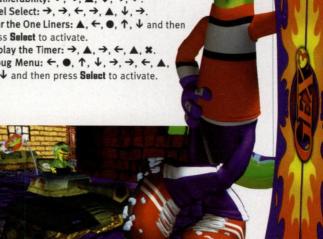








Invulnerability:  $\leftarrow$ ,  $\rightarrow$ ,  $\blacktriangle$ ,  $\downarrow$ ,  $\rightarrow$ ,  $\leftarrow$ . Level Select:  $\rightarrow$ ,  $\rightarrow$ ,  $\leftarrow$ ,  $\rightarrow$ ,  $\blacktriangle$ ,  $\downarrow$ ,  $\rightarrow$ . Hear the One Liners:  $\triangle$ ,  $\leftarrow$ ,  $\bullet$ ,  $\uparrow$ ,  $\downarrow$  and then press Select to activate. Display the Timer:  $\rightarrow$ ,  $\triangle$ ,  $\rightarrow$ ,  $\leftarrow$ ,  $\triangle$ , \*. Debug Menu:  $\leftarrow$ ,  $\bullet$ ,  $\uparrow$ ,  $\downarrow$ ,  $\rightarrow$ ,  $\leftrightarrow$ ,  $\leftarrow$ ,  $\blacktriangle$ ↑, ↓ and then press Select to activate.



00983

# **Everybody's Golf**

#### For all characters and courses

Remove all your memory cards from the PlayStation. Press and hold on the second controller L1, L2, R1 and R2. Then with the shoulder buttons still held, press 1.  $\uparrow$ ,  $\downarrow$ ,  $\uparrow$ ,  $\leftarrow$ ,  $\rightarrow$ ,  $\rightarrow$ ,  $\leftarrow$ ,  $\uparrow$ ,  $\uparrow$ ,  $\downarrow$ ,  $\uparrow$ ,  $\leftarrow$ ,  $\rightarrow$ ,  $\rightarrow$ ,  $\leftarrow$  on

the title screen while the logo is still in motion.

#### For left- or righthanded golfers

Highlight a golfer at the character selection screen then hold LI and press \*. To reverse courses highlight a course on the course selection screen then hold **L1+L2** and press **★**.

# Rampage 2: Universal Tour

#### Secret cheat menu

The following passwords will give you access to a secret Cheat Menu. When the Cheat Menu is activated you will be able to access it via options on the Main Menu. The Cheat Menu will then give you the following cheat options

- \* A selection of which city to battle in.
- \* The ability to listen to all of the

- in-game sound effects.

  \* To increase or decrease the amount of damage sustained.
- \* To change the number of lives you have from one to 100.
- \* To select and watch all of the in-
- To gain access to the Cheat Menu, simply enter the password B, V, G, G, Y.





02021



Make Bugs' life a little easier by holding down R1 and L2 in the Time or Level Selector of an era, then key in the following sequences:

Full level open: X, M, R2, L1, ●, X, 

Full regular carrots: X, ■, R2, L1, ●,

Full abilities: ₩, Ⅲ, R2, L1, ⊕, ₩, Ⅲ

Full energy: X, ■, R2, L1, ●, X, ■,

Get a Key: X, ■, R2, L1, ●, X, ●, ■, Death: \*, M, R2, L1, . \*, . . . .







# Rollcage

01660

To gain access to all of the Easy racing circuits, select the Password option from the Main Menu then enter: E, E, F, N, I, E, B, A.

To gain access to all of the Hard racing circuits, again select the Password option, then enter: E, E, F, P, H, M, B, C. Now select the User Set-up option, choose Difficulty and then switch it to hard.

Get all of the Expert racing circuits by entering this cheat code: H, E, M, P, C, M, D, D. Now select the User Set-up options and flick the difficulty level



# **WCW:** Thunder

Make all the heads, hands and feet big On the Main Menu press R2 seven times, RI once, and then Select once. When you get into the fight, your chosen wrestler's head, hands and feet will be bigger. Which is mildly amusing.

#### Increase the defensive and offensive attributes of each wrestler

On the Main Menu press L2 four times, R2 four times, L1 four times, R1 four times, then hit Select once. If the code has been accepted, when you select your wrestler you'll be able to adjust the might of their arms, legs, body and head.

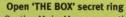


01663

On the Main Menu press R1 four times, L1 four times and Select once. You'll now see the introduction video sequence. To skip from one sequence to another, simply hold either ← or → and press \*. There are over a hundred...

#### Open the 'CAGE' secret ring

On the Main Menu press the following sequence: R1, R2, R1, R2, Select. Look in the Options Menu and you'll see that the Fighting Ring option has changed to 'CAGE'.



On the Main Menu press the following sequence of buttons: L1, L2, L1, L2 Select. If you now look in your Options Menu, you'll see that the Fighting Ring option has changed to 'THE BOX'

#### Open up all hidden wrestler characters

On the Select Player screen press R1 four times, L1 four times, R2 four times, L2 four times and then Select once.





# Wipeout 3

Can't get around the new tracks without pranging your hovership's nose? Here's how best to handle the breakneck speeds and hairpin corners of Wipeout 3. What a rush...

#### PORTO HORA - CHICANES

The Porto Kora chicanes shouldn't be treated with too much respect. Chicanes can spell danger in Wipeout 3, but the problem here is that you're tempted to slow down when you don't really need to. On this track it's actually possible to sail through in a straight line if you approach it correctly. The trick is to use the power-up squares on the left-hand side [1] of your approach as a guide. Go straight over them and you should be able to fly direct [2] all the way through.





#### MEGA MALL - TUNNEL JUMPS

The consecutive jumps in these tunnels can give you a rough ride. They're fairly narrow, so you don't have much room for taking up a central position unless you're completely alone. [1] Start by sticking to the left-hand wall to fly over all the turbo pads, keeping your power up. After the first jump, move over to the right. The jumps [2] come up sharpish, but there are no tricky corners in between, so don't panic. Simply lift your nose for a smoother ride as you fly across.





#### MEGA MALL - THE DOWNWARD SPIRAL

A key section of the circuit where races are won and lost. Approach from the right [1] over the turbo pad. Unless your speed is immense, you can begin the turn late and curve all the way down the middle of the track. The spiral [2] is a great place to overtake, as other craft tend to take it steadily. As your speed builds, the corners feel tighter, so briefly take your foot off the gas. Nose up at the bottom as the course





#### SAMPA RUN - NASTY FIRST CORNER

The first corner can be approached at full thrust, but you'll need your racing line sorted. It comes at the point when you're just about hitting full whack [1] and spirals uncomfortably up to the right. Air-brake right just before the bottom of the ramp and you should glide straight up. If you're feeling indestructible, give yourself a bit of a boost with the hyperthrust [2] - but not too much. It's a hike to the pit lane from here...





#### SAMPA RUN - THIRD TUNNEL SECTION

This brings with it a virtually blind right-hand turn. It is deceptively tight, and you also spiral upwards — at one point you can't see daylight and it's difficult to gauge your flight path by the barely visible direction arrows. Approach on the right [1], then angle left before gliding round to the right using your air-brake [2]. As you can't see, taking this corner well is about judging when you should turn. A nasty right-angle corner follows, requiring your right air-brake again.





#### STANZA INTER - THE LEFT-HAND PATH

After the first couple of bends you can choose a meandering tunnel or a narrow pass — take the pass [1]. The tunnel's too dark to take at speed. On the left-hand path, gather speed and prepare for a succession of mighty dips. Keep your nose up. A nasty chicane awaits. Begin a gentle right turn just before you fly beneath a red Advance sign [2]. Equally gently, angle round the inside of the left turn into the straight to steal the lead from ships emerging from the tunnel.





#### STANZA INTER - CHICANE RAMP

After negotiating the left (or right) paths and a couple of sharp bends, it's possible to fly at full throttle to the start/finish line [1]. Fast, nimble finger work will get you through the tight chicane leading to the upward ramp. Once you spot the chicane, hug the left wall so you can enter the ramp without slowing or twisting violently [2]. At the top, pull your nose up and you won't have to brake to take the oncoming right.





#### HI-FUMI - HAIRPIN BEND ALERT

It's the build-up to this 90-degree right-hander that makes it so tricky. The track is already curving to the right when you approach, making it difficult to spot and even harder to choose your racing line. Taking up a central position to carve the gentle corner should put you in an ideal position [1]. On seeing the safety sign, move left and deploy your right air-brake — hard! If this doesn't work, keep your central position and use both air-brakes to slow right down [2]. You'll lose time, but not as much as in a nasty spill.





#### HI-FUMI - SINGLE LANE TUNNEL

You may regret building up impressive speed when you enter this tunnel. Start on the left-hand wall because the tunnel glides left [1], but find the middle once it straightens as the gentle turn suddenly turns bad. It can be taken without using air-brakes, which may swing your tail out wider than you can afford, but you're advised to tap briefly off the thrust to slow yourself down. The tunnel's too narrow for errors. Overtaking is a no-no [2]. Don't even attempt it. In fact, drop off slightly if you are on another ship's tail.







#### P-MAR PROJECT - BANKED CURVE

After the first few gentle bends, you'll be building up some speed when this upward right-hander hits you [1]. It's not that you have to slow down, more that the upward lift alone slows you down. Drift to your left on the approach and you'll find that the road opens up for you. What at first appears to be a sharp curve becomes easy to conquer [2]. Once you've found the comfortable banked turn, you should even be able to use your hyperthrust to keep up the momentum.





#### P-MAR PROJECT - MASSIVE JUMP

This sky-high leap needs to be judged just right. It's a great place to sail over your opponent's head, having built up extra speed going over the preceding turbo pads [1]. Pull your nose up as you begin to hurtle towards the track [2]. As you land, a tricky section of bends awaits and you'll need to tame your speed almost immediately upon landing to make it through unscathed. Unlike the other jump on P-Mar, hyperthrust will not be enough to take you over these corners.





#### MANOR TOP - TRICKY START

Manor Top is unusual in that it's a track where you might not want to get off to a turbo-boosted start. At the end of the opening straight is a nasty left turn [1] that might creep up on you a bit too quickly. If you want to go for it, take a middle line, double air-brake and pull left. This should get you round the corner and swing you over the power-up on the break of the right-hand side of the bend [2], rather than the turbo pad which is less than ideally situated.





#### MANOR TOP - RIGHT ANGLE TURNS

On seeing the blue and white chevroned direction signs [1], prepare to concentrate on this series of uncomfortable bends. You can try using one air-brake on each corner, but if your speed is anything other than pedestrian, you'll find that you need to use both to glide you round the corner. Some of these corners can be cut as there's a gap between the posts and the insides of the corners. For the other corners, swing wide and glide round from a tight angle [2].





#### TERMINAL - UPWARD SPIRAL

You'll arrive having raced down from the starting straight with little trouble. Approach from the right and veer left to take the inside line all the way up [1]. Turbo pads are littered at regular intervals to keep you going [2]. Tap on your hyperthrust and beware that the pit lane on this track's not the easiest to access. When you level out at the top, adjust your nose angle so you don't land too heavily on the straight. You'll need to be fully in control for the corners ahead.





#### TERMINAL - TREACHEROUS TUNNEL

After coming off the straight that follows the upward spiral, you enter what appears to be a fairly routine tunnel [1]. Despite the fact that the first corner is a fairly harsh one, it's easy to see it coming. The real problem comes halfway through the tunnel, with a sudden nasty left-hander. The inside corner of the bend juts out quite a long way, and it is all too easy to misjudge it. So, rather than taking the inside line of the corner, approach it centrally and then use your air-brakes to swing around the middle/outside of the corner. This will also enable you to fly over the power-up on the right.





#### TERMINAL - NARROW CORNER

The problems that this tough right-hander can create are exacerbated by its extreme narrowness - there's very little room for error. If you do somehow manage to hurtle round it going a little too fast, you've immediately got a tricky tunnel to deal with. Sooner or later you are bound to crash but keep experimenting with your racing line.

Quick tip? Try double air-braking to slow you down just enough to gain full control on your turn [1]. Tip your nose down as you go round and it'll regain some speed for you as you fly smoothly down into the tunnel.





## A FULL FLEET OF SHIPS

#### FEISAR

fastest ship in the world, but its sturdy build, cosy handling and sharp recover with ease from frequent scrapes and spills.

#### AURICOM

Auricom is another good all-rounder... And sometimes slow and steady wins the race. However, repeated racing and fighting reveals a lack of spark in any department, limiting the fun to be had on-board.



#### GORTEKI-45

bludgeon your way through the opposition with this cumbersome lump learner, but that pretty much says it all. Crude and uncultured...

#### **QIREX**

Definitely one for the veterans and the mavericks. Big, hard and fast, its girth and guts are a powerful plus, but its embarrassingly large turning circle makes it extremely difficult to maneouvre around corners and chicanes.



#### AD-SYSTEMS

Sensitive steering allows for tricky twisting and turning if you need it, giving an overall smoother ride. But the ship lacks the bite that's required

#### ASSEGAL

Fast, and extremely manoeuvrable, this putty in the hands of an expert. Beware, however, its paper aeroplane quality shield, which makes it all too easy to crash and burn.



#### PIRANHA

Top-grade handling makes for a silky ride, particularly potent on gentler courses and longer bends. However, low shield energy means you'd be advised to steer well clear of the rough boys. Use to show off your flying skills, but avoid dogfights.



#### ICARUS

Hidden hover ship alert! A craft so secret that even Psygnosis didn't have being sluggish off the mark, Icarus can hit top speeds that leave the rest of the field languidly admiring its behind





# Music 2000

Think Music 2000 would be easier to master if you spun discs for a living? You'd be right. DJ Antman shows you the moves to make the grooves.

THE SUPPLY PETH MISSENTING BY IN SUPPLY SUPPLY BINDER



#### Step 1

Think about what sound you want to design or create. If you are hitting a brick wall, go and grab your favourite CD and listen to it. Whilst you are listening to the CD, try and pick out all the different instruments that are used. A good way of doing this is putting on headphones, as you don't get other sounds interfering.

Hint: Go for the current sounds you hear in clubs or on the radio to start with. Later you can try more alternative sounds. Kraftwerk and Led Zeppelin didn't achieve their sound overnight!

Once you have decided on your music style, load up your PlayStation with Music 2000 and follow the prompts. Make sure you

have a Memory Card installed! Press L1 and go through the sample riffs with the  $\leftarrow \downarrow \uparrow \rightarrow$  buttons, pressing Start to listen to them.

Hint: Find a drum loop and catchy bass line first.

If you like the samples, pressing \* will load them on to the main screen. You can have a look at all the sounds you have chosen at any time during the game by pressing o and selecting 'Riff Palate'. Remember to load in a bass/drum loop to start with.

Hint: Only start by using four to six tracks and four bars. Then you can use this as a template and cut, copy and paste it later.

#### Step 4

Once you are happy with the combi-

nation, you will need to add some minimal wood sounds like shakers, tablankas or bongos, depending on the genre of music you have chosen. If you are going for a rock and roll sound, then adding a snare and Hi Hat combination will do. Listen to these new samples and then load them on to your riff palate. You can listen to what you have created by pressing A and getting yourself back to the mixer screen. Press Start to listen to what you have done so far.

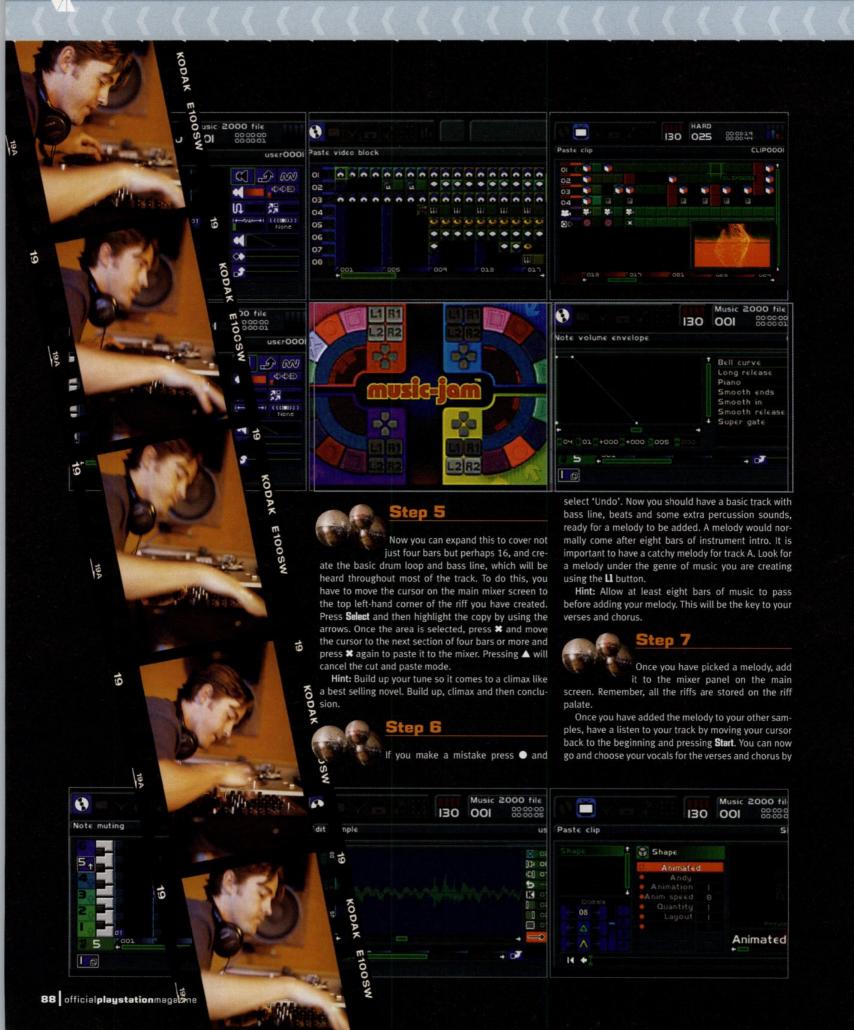
Hint: Certain instruments will not sound good together, that is why Music 2000 categorises the music genres, making it is easier to choose the right combi-

You can also import or load samples from your favourite CD by going into the CD facility, loading in a CD and recording it. Your recorded sample will then be held as a sample on your riff palate, along with any other sample you have chosen.

#### Music 2000 transforms the PlayStation into a recording studio.









00:00



# any questions?

Speed Freaks got you baffled? Flabbergasted by Shane Warne's Cricket '99? PSM is here to help. Lost souls should drop game guru Richie Young a line at Any Questions? Official PlayStation Magazine, PO Box 4089, Sydney NSW 1028 or email playstation@acp.com.au. Sorry, but we can't give cheats over the phone or reply to letters or email requests individually.













Use your rocket boosters to tackle those harsh corners in Speed Freaks.

eting each other's lep times in Sp Preeks, but it's now at the point where I cen't best here! Any inside cluss on how to shave a few seconds off? Hezi Lezeroffski, WA

A: Those carts can be slippery little suckers at times, especially in the later levels. Fortunately, they've ensured the little vehicles are capable of defying the laws of physics and can spin in mid-air. You'd think that might be a downside, but it does mean that on the really tight corners you can use the little jumps to get airborne, then twist the car slightly to land at a good angle and race off round the corner.

trick for taking the really harsh corners is to use your rocket boosters. Save a bit of energy, and as you slide into the corner, fire the jet boost and carve into the turn. You'll cut a load off the turn and keep a good tight line into the next straight. Liberally spraying bombs as you slide round corners also does you a lot of favours in the competition stakes.

Q: I'm having trouble with Shane Warne's Cricket '99. How do you bowl the betters out? Buery time I try to hit a віх I get caught out even with the secret Supermen password. How can I bet better? Scott Parsons, via e-mail

A: Well Scott, all the answers can be found in PSM 22! But because we're such nice folk here in PSM Towers, I'll let you in (again) on a few secrets when playing Warne's Cricket.

Batting: When batting, choose your shots carefully

and your timing must be 'spot on', especially when going for a six. If your timing is perfect, then hitting regular 'sixers' won't be that uncommon. If the fielders are in, this is the time to go for it. Even if you didn't strike the ball perfectly, it should still clear them and score a safe boundary.

Similarly, short balls are the best to hit for a six - provided you're in the correct position. You should also get into the habit of pulling when using a six shot. By playing a regular shot with the six button, you'll usually be caught out. For consistent but conservative batting, a straight drive with a normal shot works the best.

Bowling: Computer and human opponents must be approached differently in this game. Against the computer, field placement is the key and your bowling should be adapted for your field to catch the batsmen out. When bowling to human opponents vary pace

Whack sixers off short balls in Shane Warne's Cricket '99.

















Try out the level passwords below for the ultimate blast-a-thon in G-Police: Weapons Of Justice.



between balls. If you can get the batter to mistime their shot, then you're much more likely to get a wicket.



#### G-POLICE: WEAPONS OF JUSTICE

Q: I have just bought G-Police: Weapons Of Justice and am finding many of the levels quite hard. Can you please provide some cheat codes to help me out? You guys rule!

Jimmy D, WA

A: Here are some passwords for you to play around with. Try inputting these at the password screen and head straight to the level that you were after. Happy blasting!

Level 2: Octopi Level 3: Brains Level 4: Fingerz Level 5: Banana Level 6: Jungle Level 7: Voodoo Level 11: Butter Level 12: Indigo Level 13: Stroud Level 14: Elixir Level 15: Liquid Level 16: Staple Level 17: Shirts Level 18: Apples Level 19: Gadget Level 20: Tanuki Level 21: Salads Level 22: Duffco Level 23: Phones Level 24: Assert Level 25: Oxygen Level 26: Joypad Level 27: Active Level 28: Menace Level 29: Window Level 30: Agenda

Level 8: Squeak

Level 9: Dundee

Level 10: Teapot

#### **CRASH BANDICOOT 3**

Q: Yo Rich, how the hell can I get 105% completion on Crash: Warped?

Liam Nesbitt, WA

**R:** Well Liam, most people manage to get to the end of Crash's third outing on the PlayStation — but for total completion you've got to go that bit further. First, get hold of all the relics and gems; not much of a challenge except for those hidden in the special levels, Hot Coco and Eggipus Rex.

To get into Hot Coco head for level 14. Ride halfway across until you spot a crossing sign on the left-hand side. Run into the sign and you'll be transported to the secret level. To reach Eggipus Rex take the yellow gem ride until you bump into a huge dinosaur that chases Crash. Let the second pterodactyl catch you and you'll be whisked to level 32.

Once you've picked up the extra relics, skip over to Crash's sister near the save spot and bag the clear gem. You'll then be able to see the firework display that celebrates your 105%ness. While you're in the vicinity, you may as well stop off and pick up the extra five lives, too. Take the yellow gem ride to the end of the run and use a double jump to leap over the gem at the end, then double jump to clear the steel wall. Five lives are then yours for the taking.







# FINAL FANTASY VIII

Q: I never thought that Final Fantasy VII

would be bettered, but gladly I have been proven wrong with FFVIII. My mates and I have found it pretty tough going lately and we would like to know how to get Guardian Forces.

Any tips? Tom. QLD

A: Welcome to the weird world of Guardian Forces in Final Fantasy VIII. Kind of a cross between materia and the summon spells in Final Fantasy VII, they're absolutely vital for success in the game. They also tend to display human emotions in as much as they develop new skills over time, and even suffer mood swings and jealousy if put in close contact with each other. For example, in a battle they won't react as powerfully or as quickly if

more than one is junctioned to a character at a time. So you have to make sure you can pick the right one for a situation, while at the same time building up an everincreasing range of them for specialist action.

Although there aren't that many in the game, finding them all can prove difficult because they're hidden away. By the end of the first disc you'll have potentially found around seven. You can pick some up in the natural course of the game, like Shiva and Quetzalcoatl, while others you'll have to draw out from the bosses and sub bosses as you progress through the game. The fundamental rule is to always draw in a major battle because you never know what might turn up. It's also worth equipping all your characters with the draw skill, because you never know which one might croak and leave you without the possibility of having a new Guardian Force sitting in your bag. Told you so!

#### WILD 9

Q: Can you pass on any cheats/solutions for Wild 9, as I am well and truly stuck? Many thanks!

Gordon Hunt, via e-mail

A: It'd be an absolute pleasure to help you on your way! Try these codes on for size...

#### 10 Grenades

To gain 10 grenades, pause the game and press R1, X, R1, →, ■, →, ■. You should hear a chime if the code was entered correctly.

#### 10 Missiles

To gain 10 missiles, pause the game and press ¥, ●, R1, →, ▲ \*, A. You should hear a chime if the code was entered correctly.

#### 99 Lives

This can take a while but is definitely worth it. In the Centerscape level, the first pylon that blocks your view of Wex has a '1-Up' in it. Just jump up and get it. Now press

Guardian Forces hold the key to success in Final Fantasy VIII.







#### DINO CRISIS

Q: There are plenty of locks in Dino Crisis, and they are causing me plenty of headaches. I've been told you're the one to ask, Richie. Help me! Claude, Vic

A: Dino Crisis relies on code-based puzzles to get through to the next section. Most are tricky involving subtraction of key letters from the



code sequence, or picking up numbers and then inputting them in sequence into other locked things. All manner of Crystal Maze style nonsense! Let's just give you the

First the DDK disks... DDK H — Head DDK N — Newcomer DDK L - Laboratory DDK E - Energy



DDK W-Waterway DDKS - Stabilizer DDK D - Doctorkirk

Next the number codes... First wall safe - 7687 Second wall safe - 1281 SOL and LEO wall safe - 705037 First computer code — 47812 Second computer code - 5037 Third computer code — 3695 Fourth computer code — 367204



Fifth computer code - 0204

Check out the pipe puzzle room, which is also tricky. The task is to activate the six control panels in the right order to trigger the generator. Think of the panels on the left as 1, 2 and 3 and the ones on the right as 4, 5 and 6. Flick them to the following colours: panels 3 and 4 to red, panels 2 and 5 to green, and panels 1 and 6







Some of the missions do seem impossible in Mission: Impossible.

Start to pause the game, then hit Select to quit the level.

Enter the Centerscape level again and the 1-Up will reappear. Repeat as desired up to a maximum of 99 lives.

# MISSION: IMPOSSIBLE

Q: Could you please tell me how to get through level 11 in Mission: Impossible? Every time I hire the game, I can only get this far and it's getting very frustrating.

#### Any chance of a few clues?

Brian, NSW

A: Well Brian, this game is not quite impossible but some of the stages (like this one) are challenging. To get through, you'll have to kill all the guards very quickly or you'll get arrested. Duck round the corner and climb the crates near the guardhouse. Hit the button ahead to deactivate the electric floor. Flick the next button to switch off the lights. Down on the previous floor, duck

the guardhouse to the next floor. Assume the workman identity and head right, up to the next floor. Duck across the bridge, through the door and down the left-hand steps to the panel. Hit the button to fix the lights and head up to the helicopter pad. Paralyse the chopper

and dash down the left-hand

stairs, killing the guard for

the security card. Head left for another guard holding the digit cards, and duck through the door until you see the crates. Climb up, use infrared contact lenses to dodge the lasers, then open the gate and head down to the next guardhouse. Climb up the first crate by the guardhouse and position the camera on the second. Crouch round the back of the guardhouse and wait for security clearance. Pick up the camera and head through to the next floor where you'll find Candice. There, that's level 11 complete. Now, your turn...



# **Australia's Largest**

A large range of **USA (NTSC) Titles** 

ER: LEGACY OF KAIN

# DREAMCAST NOW AVAILABLE



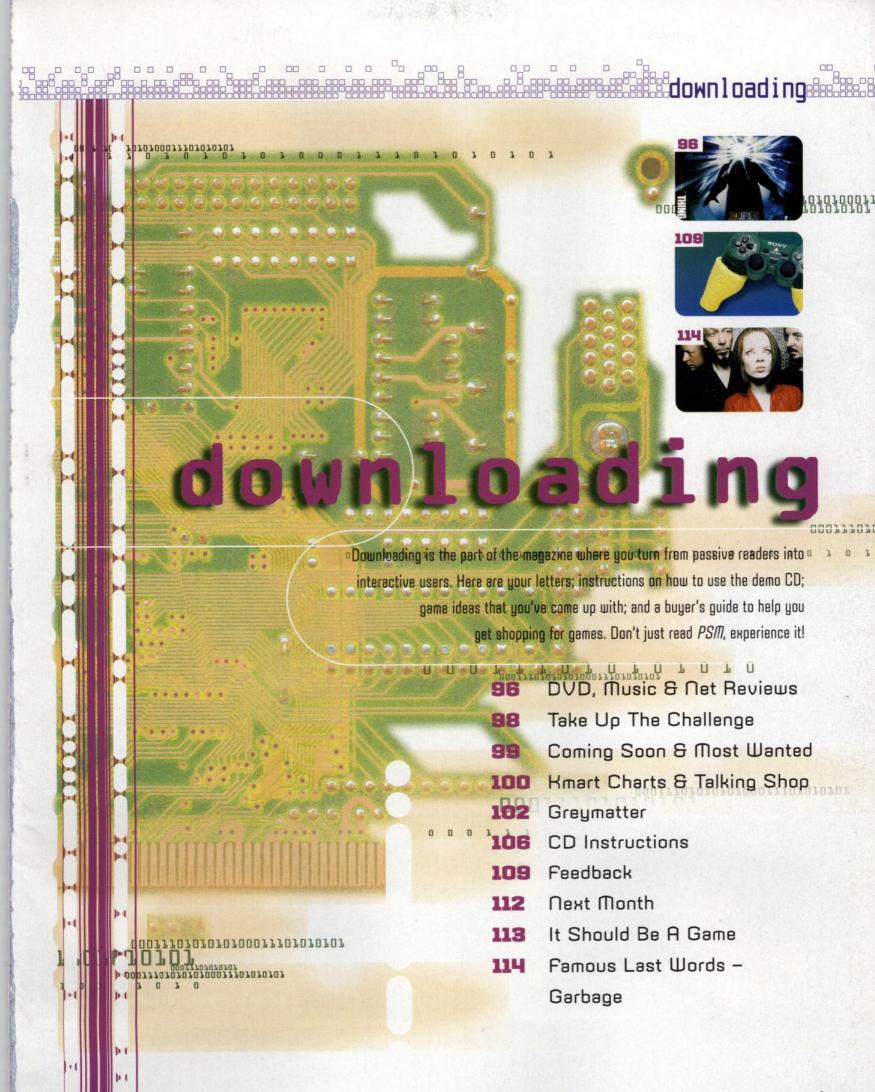
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Only authentic Kettle® Chips are cooked by hand for maximum crunch, using fresh, 100% Australian potatoes. And because they are cooked in pure sunflower oil, they have absolutely no cholesterol. Grab a pack of authentic Original Salted, Tangy Cheese, Chilli, Honey Baked Ham, Herb & Spice, Sour Cream & Chives or Balsamic Vinegar & Sea Salt Kettle® Chips. They're irresistible.





#### la dudreviews

# DVD Reviews



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The ever-indestructible Mel Gibson plays Porter — a tough
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GITY

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The ever-indestructible Mel Gibson plays Porter — a tough
MR\_NICE
MR\_NICE criminal sort — in an adaptation of Richard Stark's novel, The Hunter. More pointedly, Payback is a remake of John Boorman's gritty classic, Point Blank. Gibson's character is shot and left for dead by his partner in crime and spends the rest of the film hell bent on revenge and his share of the loot. Violence ensues as Gibson wades through armies of Chinese mafia and crooked cops on his quest for cash. Among the film's plethora of interesting characters he meets one Lucy Lui, who plays a hooker with a sadistic bondage fetish. Fine by us. Featuring a top funk and blues soundtrack, Payback is no classic, but it's better than Lethal Weapon IV. Or Vor VI or... IC

Price: \$34.95 | Rating: MR | Release date: Out now | Extras: A few horribly cut interviews. | Verdict: Mel is no Mr Nice Guy and there are no extra thrills for DVD owners. | 6/10



#### Muriel's Wedding

Muriel's Wedding is the endearing story of Muriel Heslop, a quirky girl from the small, backwater town Porpoise Spit, who is obsessed with getting herself hitched...

After moving to the 'big smoke' for a fresh start, Muriel's life takes a few twists and turns as she

embarks on a 'self discovery' journey. Even the not-so-clucky types will enjoy watching Miss Heslop finally become a 'Mrs', even if it's not with Mr Right! Muriel's Wedding played a big hand in catapulting Australian cinema onto the world stage and also helped Rachel Griffiths and Toni Collette kick-start their international careers. In a nutshell, this is one top Aussie flick. RY

Price: \$34.95  $\mid$  Rating: M15+  $\mid$  Release date: Out now  $\mid$  Extras: Trailers and biographies. Verdict: A funny and entertaining Aussie flick. | 8/10



In 1991,  $Terminator\ 2$  was rated as cutting edge. It had it all — a titanic budget, a handful of stars and some swanky effects. This DVD version is like stepping back in time and remembering how significant this movie really was. The clarity of the footage allows you to re-live your appreciation of this special

basics... Arnie is a cyborg that's been sent back in time to protect Sarah Connor (Linda Hamilton). She's in danger from a more advanced cyborg, the T-1000, which has also returned. That's pretty much it really... But cool nonetheless! **RY** 

Price: \$34.95  $\mid$  Rating: M15+  $\mid$  Release date: Out now  $\mid$  Extres: Original trailer, biographies and enhanced features for DVD-ROM PCs. | Verdict: Fantastic effects are a highlight. | 9/10



John Carpenter's remake of this classic B movie is a metaphor for '50s America and the nation's fear of communism. On a more basic level, *The Thing* is a taut thriller set in an Antarctic scientific research base. Kurt Russell is an all-action scientist who discovers an alien being buried under the ice. This parasitic life form infiltrates the base and threatens to wipe out humanity. Not knowing what it is, the scientists turn on one another in an attempt to destroy it. The Thing is paramoid, those and incredibly fightening, with a horifical noid, tense and incredibly frightening, with a horrifically dark ending. The brilliant extras featured on this DVD make this cult classic an essential purchase. **NJ** 



Tough-as-nails San Francisco cop Harry Callahan played by Clint Eastwood (dubbed 'Dirty Harry' by his fellow officers) is on the trail of a ruthless serial killer. The killer, calling himself Scorpio, is attempting to hold the city to ransom, but most of all, enjoys toying with our Clint. *Dirty Harry* is a movie chock-full with classic scenes such as when Harry

has to leg it from phone to phone to take calls from Scorpio, and anyone remember "Do you feel lucky, punk?"

Fact: Dirty Harry is still one of Clint's best action films and, despite the lack of any DVD treats, it comes highly recommended. JC

Price: \$34.95 | Rating: R18+ | Release date: Out now | Extras: None | Verdict: The original, the best, and the most powerful handgun in the world. | 8/10



#### I Still Know What You Did Last Sumn

Julie James (the gorgeous Jennifer Love Hewitt) hasn't been the same since last summer. And neither will you if you're unlucky enough to have to see this shocker. Julie and her best friend Karla win a trip for four to the Bahamas, but the moment they hit the picturesque island, havoc ensues with the predictable return of the fisherman with the world's biggest right hook. The film is packed with horror clichés and rehashes the already tired approach and storyline of its predecessor, offering none of the cleverness or irony of *Scream*. There's no suspense and it doesn't even produce genuine scares. Another sequel on the way... Now that's terrifying! JH

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# Net Sites

Every month Official PlayStation Magazine will bring you the finest sites on the Internet. We'll happily spend endless hours scouring the Web high and low for the best gaming sites for you, just to save you from racking up mammoth phone bills. Aren't we nice? Happy surfing!

www.playstation-europe.com/gt2

Gran Turismo 2 is a pure thoroughbred. Who ever thought that those geniuses at Polyphony could ever better the fantastic original? This excellent site has all the official information on  $\operatorname{Gran}$  Turismo 2 so you know what you're reading is the truth! Find out all of the game's features, see the massive list of car manufacturers involved in the game, and check out some



#### TOY STORY 2

disney.go.com/worldsofdisney/toystory2

The official Web site for this animated gem has all the lowdown on all the characters and the cast, and you can find out who's who behind the characters' voices. The cool movie trailer is also viewable and there is plenty of information on the PlayStation game itself.



www.fun1st.com.mrpoteto.htm

One of the stars of *Toy Story 2* is also a shining star on the Internet! Mr Potato Head is in the thick of the action in the movie. He also has plenty of Web sites dedicated to him, but this is *PSM*'s top choice. Check out the wacky pictures of him in costume and around the world. There are plenty of links for you to explore as well.



#### IT REALLY IS AN ODDWORLD

www.addwarld.com

Abe's Oddysee was just the first in a quintet of Oddworld games, and while it may be taking some time to bring out the successors on PS2, Lorne Lanning and co. are conjuring up an entire mythology. According to them, Oddworld is 10 times the size of Earth. Check this site out - it's enlightening, fascinating and worrying!



www.codemesters.com/index2.htm

Music 2000 is more a program than a traditional PlayStation game. The capabilities and options of this beast are absolutely fantastic. This site is posted by its creators at Codemasters and has all the features, music videos, reviews and even jams of the program.

# MUSIC 2000

#### FINAL FANTASY VIII FANCLUB

http://clubs.yehoo.com/clubs/finalfantasyviiifanclub

Naturally the most anticipated game of 1999 has many followers. If you're totally addicted to the role-playing king, then we suggest you pop over to this site and join the fan club. There are plenty of FFVIII clubs to join but this one has the most members. Get some game tips or just chat about your favourite game.

www.theonion.com

bunch of crazy people that have way too much spare time on their hands! The wacky and weird stories on this site are plentiful and downright hilarious. Great for a chuckle.

#### Final Fantasy VIII Fan Club

You are not logged in



Online Now (12 members) Click on name to talk now cougar984 BadtzMaru97, Klymen, Lover boy us takch, fiplayer4ever, ringa 10

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Dec 9 Re: force field cities -raine 87 if your on the fourth disc, you ca
Dec 9 PLAYSTATION PROBLEMII -al
I NEED HELPIII I recently reciew

# # the ONION



Top Story

# CD Reviews

Midnite Vultures



Beck A most clever man is Mr Beck Hansen. One minute he's a hip-hop hobo with a nice line in pre-millennial ennui, the next he's a genresplicing hipster with a nicer line in chartbustin' rhymes. Midnite Vultures takes the boychick's lyrical stew and ladles it over a musical medley of George Clinton p(arty)funk (Nicotine and Gravy), burbling elektro, cheeseball rap (Hollywood Freaks) and prime Prince balladry (the cod-epic Debra). Unlike his legion of imitators, Beck somehow makes the whole thing gel, and despite all those knowing nods to '80s kitsch and Beck's more ludicrous couplets ("We drop lobotomy beats/Evaporated meats!"), Midnite Vultures comes across as the genuine article. MG

Verdict: A funky irony-free treat. | 9/10

(Interscope)



Dr. Dre Dr. Dre may have been responsible for one of the great hip-hop albums of the '90s with 1992's The Chronic, but since then the Wu-Tang Clan have revitalised rap. What has the good doctor got left to offer? Nothin' much. Snoop crops up again, Eminem steps into the fray and Mary J Blige stretches her vocal chords on The Message. But to what effect? Is anyone outside Class 5b really interested in a record about oral gratification and 'funny' cigarettes? Let's Get High and Pause For Porno seem to have been written with giggling teenagers in mind. Except it's not funny when you hear someone with talent and integrity reduce themselves to this level. Change the record, Dre. It isn't funny anymore. DM

Verdict: Rap for Green Day fans. | 4/10

The Sounds of Science (Grand Royal/Capitol)



Beastie Boys From hardcore punks to hip-hop heroes via a bloody great pile of VW badges. Fight For Your Right damaged the Beastie Boys' public image, and for an age they were perceived as the clown princes of rap. In truth they were far deeper than that (as anyone who picked up 1989's muchfeted Paul's Boutique knows) and their output this decade (most recently, Hello Nasty) consolidated their position as doyens of cool.

This massive 42-track retrospective proves their clout, from early hardcore punk to that ultimate mainstream credit, a Fatboy Slim remix, all via the ubiquitous Fight For Your Right, and a liberal sprinkling of the rare, the familiar and the obscure. Whether you've got most of this or not, this is the definitive Beastie Box. DM

Verdict: Most definitely, what'che wentt. | 8/10

[Warner Bros. Records]

Perry Parrell To a certain extent, Perry Farrell has used his music to lead a new cultural revolution. Through his work with Jane's Addiction and Porno for Pyros, Perry has been an influential identity to many followers - particularly in the US.



Perry's stature has now extended past music and has slowly filtered into wider society. Rev is a collection of Perry's favourite works and both of his band's biggest chart hits. Only two new tracks are showcased on Rev. Both of them (Rev and Whole Lotta Love) prove that Perry still has that inner-genius that took him to where he is today.

With little new material, this album is essentially a collector's edition. If you're an ardent fan of the great man, this one's for you. RY

Verdict: Not your usual mind-numbing 'best of' album. | 8/10

# Take Up The Challenge

Consider yourself an accomplished player? In this new section, PSM puts your skills to the test. The following challenges have been set by the gaming Gods in the PSM team to test your mettle.



### Sled Storm

Score over 2000 points in the Sled Storm demo or this month's CD.



### Bushido Blade

When a fight starts, run away from your hapless opponent using L1. Heaping the run button pressed, try to take out your opponent by swinging your weapon wildly and timing your approach until you deal the fatal blow. This is fantastic in two-player mode after a good drinking session. See who can do the most ridiculous, extravagant approach before making a kill. Great fun.



## V-Rally 2

Complete the *U-Rally 2* demo in under two minutes to



# Everybody's Golf

Play a round on Course 3. Very good players should score at least 10 unde par, brilliant players at least 15 under.



# Centipede

Score over 101,000 in the demo of this retro shoot



### Gran Turismo

 Driving a Cerbera LM, complete the Trial Mountain course in as quick a time as possible. Very classy drivers should be able to clock a lap time of under 1.07.00. Any overall time under 2.20.00 is excellent.



# Crash Team Racing

Race the final boss Nitrous Oxide at Oxide Station in the adventure mode. If you can string three sub 1.20.00 laps together, you're a Grand Master Crash.



# Quake II

Everyone knows the rush you get when you pack Quake's most lethal weapon, the BPG. For this challenge you need to be able to play the game in multiplayer mode with a group of violence-seeking friends. Set the drag limit to unlimited and choose The Shaft. Head for the shaft itself in the centre and float up to the top red level where you'll see half a ladder. Jump onto it and climb up to the little platform that conceals the BFG. Collect the super-weapon and try to disintegrate as many poor souls as you possibly can using only the BFG. Not

easu.



Run the 100m under 7.4 seconds for a world



# Challenge of the Month | Tony Hawk's Skateboarding



In career mode using Andy Reynolds, possible in a single run on the warehouse level. A minimum of three tapes must be achieved. If your score is higher than 50,000, you're a master skater and should submit your entry to our high score table.

Chaice of Prize



#### most wanted

Australia's most wanted. These are the games that Official PlayStation Magazine readers are most excited about. How about you? Write to the normal address and tell us what you're dying to play, and even what you're not!



#### 1. Gran Turismo 2

The tyres are warm and the car specs are perfect. All we need is the green light... Release date: February 26% of vote



#### 2. Colin McRae Rally 2

This rally sim will bring us even higher levels of realism. We can't wait. Release date: Autumn



#### 3. Cricket 2000

22% of vote

Can EA Sports hit Shane Warne for six at his own game?

Release date: March 13% of vote



#### 4. Pear Effect

10% of vote

A mixture of stealth, gunplay and gadgetry set in futuristic China. Release date: March

new entru



#### 5. TOCA World Touring Cars

Set to deliver new cars and tracks. It even includes Australia's Mt. Panorama! Release date: Januaru

9% of vote



up 1



#### 6. Beatmania

You'll soon get the chance to 'scratch it up' with the best of 'em! Release date: March

8% of vote





## 7. Mike Stewart Pro Bodyboarding

Mike Stewart will be 'the man' whenever the sun won't come out to play. Release date: March no change 5% of vote



#### 8. Trick 'N Snowboarder

Could this sim become the best of the genre? Time will tell... Release date: March

4% of vote





#### 9. Duke Nukem: Planet Of The Babes The big fella is on his way back, and we

couldn't be more pleased. Release date: March

2% of vote

no change



#### 10. Micro Maniacs

This consistently amusing racer gets a wicked 'makeover'. Looks as fun as ever.

Release date: April

# 

At the time of going to press, this is the definitive list as to when you can purchase the latest PlayStation games. However, please bear in mind that making videogames is an extremely volatile process, and release dates are likely to fall down quicker than a pommy cricket team's tail-end batsman. Please phone your friendly neighbourhood games store to check the game is in stock before you smash open your piggy bank.

February 2000		
Ace Combat 3	Namco/Sony	Flight sim
Arcade Party Pack	Midway/Metro Games	Retro collection
Cool Boarders 4	989 Studios/Sony	Snowboarding sim
Dune 2000	Westwood/EA	Strategy
Ergheiz	Square/Sony	Beat 'em up
Gran Turismo 2	Sony	Car racing
Grandia	Ubisoft	RPG
Grudge Warriors	Take 2/Jack Of All Games	Car combat
ISS Pro Evolution	Konami/GT Interactive	Soccer sim
Mortal Kombat Trilogy Plat	Midway/Metro Games	Beat 'em up
Prince Naseem Boxing	Codemasters/Ozisoft	Boxing sim
Railroad Tycoon 2	Take 2/Jack Of All Games	Strategy sim
Rally Championship	EA	Rally driving
Road Rash Unchained	EA	Motorbike racing
Shadow Madness	Crave/Sony	RPG
Spec Ops	Take 2/Jack Of All Games	Strategic shoot 'em up
Superbikes 2000	EA	Motocross racing
Theme Park World	Bullfrog/EA	Strategy sim
This Is Soccer	Sony	Soccer sim
Tiger Woods 2000	EA Sports	Golf sim
Tiny Tank	MGM/Sony	Action adventure
Track & Field 2	Konami/GT	Sports sim
X-Men	Activision	Beat 'em up
March 2000		
Beatmania	Konami/GT Interactive	Interactive music
Brunswick Bowling 2	THQ/GT	Bowling sim
Clue 2	THQ/GT	Strategy
Colin McRae Rally 2	Codemasters/Ozisoft	Rally sim
Colony Wars: Red Sun	Psygnosis/Sony	Space combat
Cricket 2000	EA Sports	Cricket sim
Duke Nukem: Planet Babes	GT	Shoot 'em up
Dukes of Hazard	Southpeak/Ubisoft	Racing
Flintstones Bedrock Bowling	Ubisoft	Bowling sim
Gauntiet Legends	Midway/Metro Games	Fantasy action
GTA: Berlin	Take 2/Jack Of All Games	Car adventure
NBA Showtime on NBC	Midway/Metro Games	Baskethall sim
Micro Maniacs	Codemasters/Ozisoft	Racing
NHL Face Off 2000	989 Studios/Sony	Ice hockey sim
Rayman 2	Ubisoft	Platformer
Rollcage Stage II	Psygnosis/Sony	Futuristic racing
Rugrats Studio Tour	THQ/GT	Kids platfomer
Saga Frontier 2	Square/Sony	Role-playing game
Spacestation Silicon	Take 2/Jack Of All Games	Platformer
Star Ixiom	Namco/Sony	Space shoot 'em up
Street Skater 2	EA	Skateboarding sim
Future Releases		
Airport Inc	Take 2/Jack Of All Games	Strategy
Alien Resurrection	Fox/EA	Action adventure
Alone In The Dark 4	Infogrames/Ozisoft	Action adventure
Armorines	Acclaim	Shoot 'em up
Batman	Ubisoft/Jack Of All Games	Action adventure
Bishi Bashi Special	Konami/GT	Mini games
Civilization: Call To Power	Activision	Strategy
Commandos 2	Eldos/Ozisoft	Strategy
Dark Stone	Take 2/Jack Of All Games	Beat 'em up
Destruction Derby 3	Psvgnosis/Sony	Racing

Future Releases (cont'd)		
Die Hard Trilogy 2	Fox/EA	Driving/shooter/adv.
Donald Duck	Ubisoft	Platformer
Dragon Valor	Namco/Sony	Role-playing adventure
Eagle One	Infogrames/Ozisoft	Flight sim
Everybody's Golf 2	Sony	Gott sim
Fear Effect	Eidos/Ozisoft	Action adventure
Formula 1 Racing	Ubisoft/Jack Of All Games	F1 racing
F1 Championship	EA Sports	F1 racing
GTA: Miami	Take 2/Jack Of All Games	Car adventure
Hogs of War	Infogrames/Ozisoft	Strategy
Hydro Thunder	Midway/Metro Games	Superboat racing
Jackie Chan	Radical/Sony	Scrolling beat 'em up
Jet Rider 3	Rage/Sony	Racing
Joe Blow	Take 2/Jack Of All Games	Platformer
Jungle Book	Utrisoft	Platformer
Karting World Championship	Midas/Metro	Kart racer
Kiss: Psycho Circus	Take 2/Jack Of All Games	Shoot 'em up
Konami Rally	Konami/GT	Rally sim
Lander	Psygnosis/Sony	Flight sim
Legend of Dragoon	Sony	Role-playing game
Legend of Legala	Contrail/Sony	Rote-playing game
Martian Gothic: Unification	Take 2/Jack Of All Games	Shoot 'em up
MediEvil II	Sony	Action adventure
Messiah	Interplay/Roadshow	Shoot 'em up
Mike Stewart Boarding	Midas/Metro	Body boarding sim
Motorhead 2	Infogrames/Ozisoft	Futuristic racer
Muppets Racing	Sony	Kart racing
Need For Speed 5	EA	Racing
Nightmare Creatures 2	Activision	Action adventure
Olympic Games	Eidos/Ozisoft	Sports sim
Planet of the Apes	Fox/EA	Action adventure
Premier Manager 2000	Infogrames/Ozisoft	Soccer management sim
Rally Masters	Infogrames/Ozisoft	Rally racing
Rollerball	MGM/EA	Futuristic sport sim
Ronaldo V-Soccer	Infogrames/Uzisoft	Soccer sim
Rugby 2000	EA Sports	Rugby sim
Saboteur	Eidos/Ozisoft	Adventure
Simpsons Bowling	EA	Bowling sim
Spiderman	Activision	Action
Star Ocean: Second Story	Enix/Sony	Role-playing game
Star Trek: Red Squad	GT	Space combat
Star Wars Jedi Power Battle	s LucasArts/Metro Games	Fighting adventure
Suikoden 2	Konami/GT	Role-playing game
Tanktics	Infogrames/Ozisoft	Strategy
The Nomad Soul	Eidos/Ozisoft	Adventure
Team Buddies	Psygnosis/Sony	Arcade battle 'em up
Tenchu 2	Activision	Fighting adventure
Test Drive 6	Infogrames/Ozisoft	Racing
Time Crisis Alpha	Namco/Sony	Gun shoot 'em up
TOCA World Touring Cars	Codemasters/Ozisoft	Racing
	TANKS OF THE PARTY	Platformer
Tombi 2	Attroopee camp and	
Tombi 2 Trick 'N Snowboarder	Whoopee Camp/Sony Capcom/Ozisoft	Snowboarding sim
Trick 'N Snowboarder	Capcom/Ozisoft	PARTITION AND ADDRESS OF THE PARTITION AND ADDRESS OF THE PARTIES AND ADDRESS OF THE PARTITION ADDRESS OF THE PARTITION AND ADDRESS
THE RESIDENCE OF THE PARTY OF T	INTERNATION OF THE PROPERTY OF	Snowboarding sim Shoot 'em up Role-playing game

# TOP 40 GAMES

The movers and the shakers, the top dogs and the sad puppies, the high-rollers and the low-lifes... Here, in its entirety, is the PSM Top 40 – thanks to Kmart and GfK.

## R OUGH meric

Cor blimey! At the time of going to press, the latest sales charts for PlayStation software was not available to PSM. In our unending pursuit to bring you the most accurate information first, here's what's keeping the punters happy in the UK.







Pos	Name	Developer	Distributor
1	Tomb Raider: The Last Revelati	on Eidos	Ozisoft
2	FIFA 2000	EA Sports	EA
3	Crash Team Racing	Naughty Dog	Sony
4	Tomorrow Never Dies	Black Ops	EA
5	This Is Soccer	Sony	Sony
6	Medal of Honor	Dreamworks	EA
7	Colin McRae Rally Platinum	Codemasters	Ozisoft
8	Music 2000	Codemasters	Ozisoft
9	Driver	Reflections	GT
10	Final Fantasy VIII	Square	Sony
11.	Dino Crisis	Capcom	Ozisoft
12	Rayman Platinum	Ubisoft	Ubisoft
13	Star Wars: The Phantom Menac	e LucasArts	Metro
14	Grand Theft Auto 2	DMA Design	JOAG
15	WWF Attitude	Acclaim	Acclaim
16	Spyro 2: Gateway To Glimmer	Insomniac	Sony
17	Resident Evil 2 Platinum	Capcom	Ozisoft
18	Worms Armageddon	Team 17	Hasbro
19	Lego Rock Raiders	Lego Media	Sony
20	Gran Turismo Platinum	Polyphony	Sony
21	Crash Bandicoot Platinum	Naughty Dog	Sony
22	Tomb Raider 2 Platinum	Eidos	Ozisoft
23	WCW Mayhem	EA	EA
24	FA Premier League Manager	EA	EA
25	FA Premier League Stars	EA	EA
26	Xena: Warrior Princess	Universal Interactive Studios	EA
27	Sled Storm	EA	EA
28	LMA Manager	Codemasters	Ozisoft
29	Rugrats	THQ	GT
30	Lego Racers	Lego Media	Sony
31	Formula One '99	Psygnosis	Sony
32	Grand Theft Auto Platinum	DMA Design	Jack
33	Tekken 2 Platinum	Namco	Sony
34	Micro Machines v3 Platinum	Codemasters	Ozisoft
35	MGS: VR Missions	Konami	GT
36	Knockout Kings 2000	EA	EA
37	Action Man: Mission Xtreme	Interactive Studio	Hasbro
38	Mission: Impossible	Infogrames	Ozisoft
39	Brian Lara (Warne's) Cricket	Codemasters	Ozisoft
40	Croc 2	Argonaut	EA
The second second	AND DESCRIPTION OF THE PARTY OF	- meonina	

# TALKING SHOP

Enough of our yakking, you want to know what PlayStation fans have actually spent their hard earned dollars on this month. We took a peek in the bags of this unsuspecting lot to find out.





Name: Neil Occupation: Student Bought: Tomb Raider: The Last Revelator

And why ...

"Why else? Lara really has the body from





Name: Jeremy Occupation: Student Bought: Grand Theft Auto: London 1969

"I've seen it at friends' houses before and it's really exciting to play."





Name: Robert Occupation: Student Bought: Crash Team Racing Pack

#### And why...

PlayStation. Probably the best kart game of all time...





Name: Bryan Occupation: Student Bought: Time Crisis

#### And why...

"This is the game that'll allow me to blast things into a bloody pulp!"

#### Official PlayStation Magazine

# ecommended

# Resident Evil 3 Nemesis



Nemesis takes you back to Racoon City where once again you'll features alone sound face an enormous army impressive enough! of zombies. Jill Valentine is back for more, but this time there is a dark new evil facturers, real engine lurking. The Nemesis audio and 60 new provides you with a fan-licence tests should tastic battle throughout be enough to please the game, 9

#### Gran Turismo 2



Apart from the brilliant gameplay, the The new rally mode, over 600 car models, gamers happy. Four-33 major car manuanyone. 10

# Wu-Tang: Taste The



Taste The Pain is satisfyingly brutal and has the arenas. characters and combos to keep all player mode is a 'must try'. Don't get whacked with a sledgehammer, they tend to do a lot of damage! 8

#### Tomb Raider 4: TLR



In Lara's latest adventure she pops over to Egypt for more puzzlesolving and exploring. The Last Revelation is massive and beautiful, just as we have come to expect from the Core creative team. It takes the cake for being the best Tomb Raider game ever. 10

Australia's No.1 retailer for Sony PlayStation games



presents the biggest titles

# PlayStation Platinum

Hercules Save 4.00. Now 34.95.





Mickey's Wild Adventure Save 4.00. Now 34.95.







Crash Bandicoot Save 4.00. Now 34.95.

Crash
Bandicoot 2
Save 4.00.
Now 34.95.





Medievil Save 4.00. Now 34.95.

Tekken 3
Save 4.00.
Now 34.95.





Gran Turismo Save 4.00. Now 34.95.

KM6900

# ymatter

Let our mighty brain take the strain out of any purchases for that little grey box. Neural networks have been searched and brain cells destroyed simply to bring you this hot 100.

ISA ES
APL 99
10 51 1/1
Bust A fillows 4.
Dina Crisis



Title	Style	Price	Icons	NEW YORK		Description	Score
40 Winks	3D adventure	\$89.95 NZ\$119.95	5	•	<b>P 1</b>	An excellent adventure incorporating great puzzles and massive levels	8
A Bug's Life	3D platformer	\$69.95 NZ\$79.95	0	•	<b>P</b> 1	Slow-paced, colourful platformer that young kids will love	7
AFL 99	Aussie Rules	\$89.95 NZ\$99.95	0	<b>⊗ ⊚</b>	<b>P</b> 4	The quintessential Australian game finally on PlayStation, and it's great fun	7
Alundra	RPG	\$79.95 NZ\$89.95		<b>(a)</b>	1	Zelda for the PlayStation – compulsively addictive	8
Ape Escape	3D platformer	\$69.95 NZ\$79.95	0	<b>(</b>	<b>P</b> 1	The monkeys will drive you bananas in this challenging platformer	9
Anna Kournikova's Smash Court Tennis	Tennis sim	\$59.95 NZ\$59.95	0	●●	4	Cute, fun, tennis action – multiplayer mode is a winner	8
Apocalypse	Shoot 'em up adventure	\$89.95 NZ\$99.95		<b>(a)</b>	1	Bruce Willis in gun-toting, frenetic, 3D scrolling adventure	8
Bloody Roar 2	Beat 'em up	\$89.95 NZ\$99.95	0	<b>(a)</b>	2	A fine, quick, responsive fighting machine to unleash the animal in you	8
Bust A Groove	Dance 'em up	\$69.95 NZ\$79.95		<b>(a)</b>	2	If Saturday Night Fever were a game, then this would be it	8
Bust-A-Move 4	Puzzle	\$89.95 NZ\$99.95	0	<b>(a)</b>	2	Simple yet infuriatingly addictive puzzle game	8
Carmageddon	Killer driving game	\$89.95 NZ\$109.95	0	<b>(2)</b>	@2	Offers a great two-player mode and a boot load of cars and tracks to run riot on	7
Chocobo Racing	Kartoony racer	\$69.95 NZ\$79.95	0	<b>(a)</b>	@2	A finger lickin' good kart racer. Great fun against a buddy	7
Chessmaster 2	Chess sim	\$89.95 NZ\$99.95	0	<b>()</b>	1	If you want to learn or play chess, look no further than this	8
Colin McRae Rally	Rally sim	\$49.95 NZ\$69.95		<ul><li></li></ul>	@2	A compulsory purchase for all racing fans	9
Colony Wars: Vengeance	Space combat	\$59.95 NZ\$99.95	0	•	<b>P</b> 1	Challenging and compelling space combat	9
Command & Conquer	Strategic warfare	\$39.95 NZ\$49.95			1	Military strategy on a very small scale	8
Cool Boarders 3	Snowboard racer	\$69.95 NZ\$79.95	0	<b>()</b>	<b>P</b> 2	Excellent downhill snowboard racing and trickery	8
Crash Bandicoot 2	Platformer	\$39.95 NZ\$39.95		<b>(a)</b>	1	The best value-for-money platformer on the market	9
Crash Bandicoot 3	Platformer	\$69.95 NZ\$79.95	0	<b>(a)</b>	<b>P</b> 1	Loads of variety and brilliant fun for fans of the bushy browed marsupial	9
Crash Team Racing	Kart racer	\$79.95 NZ\$79.95	0	●●	<b>P</b> 4	Fantastic party game that stars the world's favourite bandicoot	9
Croc 2	3D platformer	\$79.95 NZ\$99.95	0	<b>(</b>	@2	Reptilian fun complete with gobbos, special challenges and even boat racing	8
Dead or Alive	Beat 'em up	\$69.95 NZ\$79.95	0	<b>()</b>	@2	Another interesting slant on the fighting game	8
Destruction Derby 2	Racing game	\$39.95 NZ\$39.95		0	1	Great value crash-and-smash racing	8
Devil Dice	Puzzle	\$59.95 NZ\$59.95		0	5	Eccentric puzzler which intrigues and frustrates	8
Die Hard Trilogy	Arcade adventure	\$39.95 NZ\$39.95	(	000	1	Three good games for the price of one	8
Dino Crisis	Action-	\$89.95 NZ\$99.95	2		1	Nasty Jurassic adventure for your PlayStation – suitably gory	9

























dual shock link	cable mouse	steering wheel	gun		emory	no. of
Title	Style	Price Icons	gun	muititap	card neg con analog  Description	players
Driver	Car chaser	\$89.95 NZ\$99.95	•	<b>P</b> 1	A new concept in driving games, gorgeous to look at, satisfying to play	9
Duke Nukem: Time To Kill	Shoot 'em up adventure	\$69.95 NZ\$59.95	•	<b>P</b> 2	Humourous but violent 3D blaster	8
Everybody's Golf	Arcade golf	\$69.95 NZ\$69.95	0	4	One of the best sports games you	8
Evil Zone	Beat 'em up	\$89.95 NZ\$109.95	0	2	Girl power hits the fighting circuit	8
FIFA 99	Soccer sim	\$79.95	00	<b>P</b> 8	Stunning visuals and lots of fun to pla	y <b>9</b>
Final Fantasy	Role-playing	NZ\$79.95 \$89.95		<b>P</b> (1)	A role-playing masterpiece and one of	the 10
VIII Final Fantasy VII	Role-playing	NZ\$99.95 \$39.95		0	most mesmerising games ever  An epic role-playing adventure that	10
Formula 1 '99	game Motor	NZ\$39.95 \$79.95			everyone can enjoy  This is a comprehensive F1 game with	n 8
Gex: Deep Cover	racing sim Platformer	NZ\$99.95 (O) \$89.95		<b>P</b> 2	superb handling and visuals  Great-looking platformer with a sense	7
Gecko G-Police: Weapons	Flight-sim/	NZ\$119.95	<b>(a)</b>	0	of humour	
Of Justice Grand	shooter  Criminal action-	NZ\$69.95 \$89.95	<b>()</b>	<b>P</b> (1)	Great dogfighting and flying gameplay  – an excellent sequel to the original	
Theft Auto 2	adventure	NZ\$119.95	•	0	Controversial and addictive, GTA2 will have you in a virtual underworld of cri	
Gran Turismo	Sports car racing	\$39.95 NZ\$39.95	•	<b>P</b> 2	The best racing game ever made	10
International Track & Field	Athletics sim	\$29.95 NZ\$49.95	<b>O</b>	4	Finger-bashing multiplayer sports frem	zy <b>7</b>
ISS Pro '98	Soccer sim	\$79.95 NZ\$109.95	<b>(a)</b>	<b>P</b> 2	The best soccer sim on the planet	9
Jonah Lomu Rugby	Rugby sim	\$89.95 NZ\$109.95	<b>()</b>	2	The best (and only) rugby sim out the	re <b>8</b>
KKND: Krossfire	Strategic warfare	\$89.95 NZ\$109.95	0	2	Fantastic Australian-made warfare strategy game	9
Knockout Kings 2000	Boxing sim	\$79.95 NZ\$99.95	0	<b>P</b> 2	Fantastic champions and great looks make this the best boxing-sim out ther	<b>8</b>
Kurushi Final	Puzzle	\$69.95 NZ\$69.95	•	2	An enthralling mental workout for PlayStation owners	7
Legacy Of Kain: Soul Reaver	3D adventure	\$89.95 NZ\$109.95	<b>()</b>	1	Tomb Raider with vampires	9
Le Mans 24 Hours	Touring car racing	\$79.95 NZ\$99.95	<b>(a)</b>	<b>P</b> 2	No challenger to the <i>Gran Turismo</i> games, but a strong racer in its own ri	8 ght
Madden NFL 2000	American football sim	\$89.95 NZ\$99.95	00	<b>(P)</b> (8)	American football for the PlayStation – eight-player action is great fun	
MediEvil	Arcade adventure	\$39.95 NZ\$39.95	<b>(a)</b>	<b>P</b> ①	Fun and very playable adventure romp	7
Metal Gear Solid	Sneak 'em up adventure	\$89.95 NZ\$119.95	0	<b>P</b> (1)	Simply the best game ever made	10
Metal Gear Solid:	MGS training	\$49.95	<b>(a)</b>	<b>P</b> (1)	Metal Gear devotees will love it, but it	7
Special Missions Micro	missions  Dinky racer	NZ\$69.95 \$49.95	00	4	doesn't have the magic of the real gam Cute and addictive mini racing action	ne <b>9</b>
Machines V3 Mortal Kombat 3	Beat 'em up	NZ\$59.95 \$89.95		2	A fun, old-style, gory beat 'em up	8
Motorhead	Racing	NZ\$39.95 \$49.95			Underrated futuristic arcade racing gal	me <b>9</b>
MTV Sports:	game Snowboarding	NZ\$69.95 (S)		<b>P</b> 2	A fine, more trick-orientated rival to the	8
Snowboarding Music 2000	sim	NZ\$119.95 ×		@2	Cool Boarders games  An improved interface with more option	
	creation	NZ\$119.95	0	0	this is better than its predecessor	
NBA Live 99	Basketball sim	\$89.95 NZ\$99.95	••	<b>(P)</b> (8)	The best basketball game on the PlayStation	9
Need For Speed: High Stakes	Racing game	\$79.95 NZ\$99.95	•	<b>P</b> 2	Race the cops on open roads in high- performance sports cars	8
NHL 2000	Ice hockey sim	\$89.95 NZ\$99.95	<b>O</b>	<b>(8)</b>	Fast and furious, this is the supreme in hockey simulation	ce 9









nthecd

Publisher: Activision Style: 3D platformer

Program: Playable demo

# Toy Story 2

What better way to enter a new millennium than with the adorable spaceman himself - Mr Buzz Lightyear, hero of the '90s and an icon on which all young adolescents can model themselves.

You join the plastic one mid-crisis as Woody has been kidnapped by Al, the toy collector, and has ended up in the boot of a car, perhaps never to be

seen again... It's up to you and Buzz to save him.

You start off in Andy's house, where the full game also begins. Find Rex outside Andy's room to get some hints and tips, then explore the rest of the house (including the attic, garage and basement). You need to find five hidden tokens. Buzz is an agile guy so watch out for areas where you can

climb, slide, stomp and push.



Step 1: Pop up the lid and place PSM's disc into your lucky PlayStation.



Step 2: Then it really is as straightforward as pressing Power on your machine. Go on, risk it.



Step 3: Cue Sony, PlayStation and then Powerline logos. Finally the game name flashes on a funky background. Like this.



Step 4: Scroll left and right with the D-Pad to select other demos and then press Start to play.



Any problems, just pop your disc in an envelope to the address above and we'll send you a replacement.











#### Controls

Spin/stomp (while jumping) - hold down to charge spin attack Fire (hold down to charge laser) lump ш Switch view L2 Camera pan left

R1 Target lock/status R2 Camera pan right ←↓↑→ Controls Buzz's moves

#### **Additional features**

In the full game you'll be surrounded by your old friends Bo Peep, Mr Potato Head, Rex (the plastic dinosaur), Slinky Dog and Hamm. But you'll have to face your archrival, the Evil Emperor Zurg, alone.

#### **Further information**

PSM takes a peek inside Toy Story's toy box on page 60.



Publisher: Sony Style: Racing sim

Program: Video

# Gran Turismo 2

We know it has been a long time coming, but just to tease you that little bit longer, here's another look at Gran Turismo 2, accompanied by an electrifying Propellerheads soundtrack.





Publisher: Sony Style: Space sim Program: Video

# Space Debris

New from Sony, Space Debris is a futuristic, mission-based, space shoot 'em up. For more information, turn to page 70 for a review.







Publisher: GT

Style: Snowboarding sim

Program: Playable demo

# MTV Sports: Snowboarding

Don your 50-inch waist jeans, a jumper that's far too small and a beanie that looks like you were born with it attached to your skull, then try out the training mode and play as either the fresh-faced filly Anna, or rough-and-ready Mitch, and put your trick skills to the test on the Norwegian course.

<b>A</b>	Nose grab (in air)
•	Switch stance (on ground)
•	Grab melon (in air)
*	Jump/trick prep (in air)
×	Grab melon (in air)

Ollie/jump on rail (on ground) Grab mute (in air) RI Hard right (on ground) Increase rotation speed (in air)

R2+ Grab indy R2+▲ Grab nuclear Grab stalefish R2+0 R2+\* Grab seatbelt u Hard left (on ground) Increase rotation (in air)

L2+X+■ Special trick 1 L2+X+0 Special trick 2

#### **Additional features**

The full game contains 46 unique tricks.

#### **Further information**

PSM gets down to the bear bindings in PSM 29 (page 68).

Publisher: Electronic Arts Style: Snowmobile racer Program: Playable demo

# Sled Storm

When Sled Storm crashed through the letterbox, we knew we were in for more of a rough ride than a calm cruise. Hold on to your hats as EA takes you sledging. Choose from Tracey or Jay - Tracey is quick off the mark and easier

to handle, while Jay is decidedly unstable and a little bit slow but will do much better at tricks. Your best bet is to race the sled as you would a bike and lean well into the corners.

Controls	
1	Pitch forward
<b>†</b>	Pitch back
+	Steer left
-	Steer right
Select	Change camera
Start	Pause/start
	Brake
•	Change stance
×	Acceleration
u	Hard lean left
RI	Hard lean right
L2+↓	No hander
R2+↑	No footer
R2+←+↑	Heel clicker
L2+▲	Look back

#### **Further information**

Dash over to PSM 28 for more chillin' details on this powder racer (page 74).







Publisher: Infogrames

Style: Racing sim

Program: Playable demo

# **V-Rally 2**

One of the most long-awaited demos of all time is finally here. What can we say? Sorry it took so long, but we're sure it'll be worth the wait. You get to try out the Corsican leg of V-Rally 2. It's a challenging course where even the more cautious of drivers can come unstuck. True to its real-life counterpart, make the slightest mistake and you'll not only end up all over the shop, but upside down in it as well.

Start	Pause
+	Cursor left
->	Cursor right
ш	Rear view mirror
L2	Gear down
R2	Gear up
	Change camera view

Handbrake Accelerate Brake (hold to switch to reverse gear)

#### **Additional features**

The full game features 16 World Rally Championship cars, over 70 special stages in 12 countries, a stunning four-player mode and an exclusive track editor to boot.

#### **Purther information**

Check out the full review back in PSM 24 (page 68).



# Centipede

Another arcade classic comes back to life amid a field of multicoloured mushrooms.

RI

$\leftarrow \downarrow \uparrow \rightarrow$	Move the shooter (also left
	and right stick)
×	Confirms menu selections a

fires main weapon Fires special weapon/makes ship faster in arcade mode

Jump Cancel out of menu/view from

Wally's eye level ш Strafe left L2 Cycle through special weapons

Strafe right L2 Cycle through special weapons Start Pause and unpause Select Changes camera view

#### Additional features

The full game has 23 levels over four worlds

Crawl to page 74 of PSM 30 for a review.









Publisher: Sony

Style: Retro platformer

Program: Playable demo

#### Pac-Man World

Everybody's favourite Pac is back. Our demo gives you a sneak preview of what has got to be one of the best retro re-jigs yet. Try out the maze and quest modes on the disc.

#### Controls

 $\leftarrow \downarrow \uparrow \uparrow \rightarrow$ Move

\* Jump/swim up Swim down **\*** (x2) **Butt-bounce** 

\* (hold) Dolphin jump (in water) Rev roll (hold and release)

Pac-Dot Attack

. Super Pac-Dot Attack - this uses 10 Pac-Dots (hold and release)

View game status 12

R2 Toggle camera view (maze mode only)

#### **Additional features**

The full game features many classic characters from the original in cameo roles, including Ms Pac-Man, Chomp Chomp the dog, and Pooka from Dig Dug. Of course, it wouldn't be complete without Inky, Blinky, Pinky and Clyde.

#### **Further information**

For the full lowdown chow down on PSM 28 (page 72).



Publisher: Activision Style: Ice hockey sim Program: Playable demo

# **NHL Championship 2000**

Play as Sabres, the away team, or the Stars at home. The action is fast paced so you'll need to be on your toes and watch out for the on-screen tips that appear. Instant replays will solve any discrepancies when it comes to tackling. But if it all gets too much for you, you can sit on the sidelines and watch the CPU opponents battle it out to the death.

#### Controls

Offence

 $\leftarrow \downarrow \uparrow \rightarrow$ Skate/pass shot direction

Fast skate . Slap shot Wrist shot Pass L2 Flip pass

R2 Drop pass Defence

Skate

\* Select player/faceoff Poke check

Hook/block shot Body check/fast skate L2 Skate backwards

#### **Additional features**

The full game features 28 licensed

#### **Further information**

Pucker up to PSM 30 for a play test (page 74).





#### Publisher: Hasbro

Style: Strategy

Program: Playable demo

## Worms Armageddon

Enjoy the delights of Worms with single, multiplayer and mission modes.

←↓↑→Move worm

Select Weapon select Start Pause/quit menu

Fire weapon/select weapon

Jump 1 Jump 2

u Bounce/girder rotate/air strike

L2 Fuse setting/girder rotate/ air strike

R1 Name detail level R2 Worm select

#### **Further information**

Wriggle over to PSM 30 (page 68) for a





Publisher: Sony

Style: Space sim Program: Video

### Ace Combat 3

Features include a massive variety of mission styles, including dogfights, ground attacks, high-altitude chases, and low-altitude canyon chases that take place both day and night.



Cheats sometimes prosper! This month's demo disc features 'Download' to turn you into an instant gaming wizard. Simply select Download on your demo disc and transfer the data to a Memory Card, and it's yours to keep forever and ever. Have fun!

#### Tekken 3

The master of all beat 'em ups is yours for the taking with all the characters that are available.

## Wipeout 2097

Classic futuristic-fuelled fun, the completed game enables you to toy with any vehicle or ride any track.

# G-Police: Weapons Of Justice If you're having trouble with your futuristic law enforcement.

fear not, PSM is on hand to help.

## Crash Bandicoot 3

Access any level you want with all the bandicoot has to offer

# Kingsley's Adventure The secret of true knighthood is only a moment away...



to get the answer to? Join the club. Here's the top PSM queries of the month...

Q. Will PlayStation games look better when run on the PlayStation2?

R. For the millionth time, no!

## Q. How do I get a job at

R. A near-encyclopedic knowledge of the games industry would be a good start, and a journalism degree

#### Q. Can PlayStation2 games be played on the first PlayStation?

A. No. Just like you can't play Tomb Reider: TLR on a

#### Q. Will the PlayStation and PlayStation2 be able to link up with a link cable?

A. No. Rumour has it the there'll be plenty of other

#### Q. Will you release a PlayStation2 magazine?

A. Yes. It will be closer to that's about all we can give away for the time being!

#### Q. I began subscribing about five months ago on the easy payment plan. form to pay the second half off?

A. Yes, you will be sent a renewal letter. Please contact ter after your six issues have

#### Q. As a subscriber, do I receive your Special or Collection issues as well?

A. No, your subscription PlayStation Magazine only. Look out for the Collection and Special issues at your local newsagent.



d b a c k f e feedbackfeedback feedbackfeedback



#### **Mod Cons**

I'd like to congratulate you on your great magazine. It is simply the best mag out.

Reading your recent news article about the PS2's hard drive got me wondering about its capabilities. One of the pros of a PC over the PlayStation is being able to download patches and modifications/weapons etc for a particular game, for example, Quake II and Unreal. This in turn expands the gameplay.

Would it be possible to do this with the PS2 hardware too? Quake III would be an excellent game to show



off the PS2's graphics power and online capability. Would it be possible to have weapons/player skins/modifications/maps that you could download and use with Quake III (if it

is developed for PS2) or any other game?

I'd love to play a Gran Turismo game that's online compatible.

H Wallace, via e-mail

After 2001 that's certainly part of what the PS2's online capabilities and hard drive will be used for. But there is a downside: PC developers tend to be lazy and rush out unfinished games onto the marketplace that need patches later on, so we hope this won't be a consequence.

#### Speed Demon.

Look out! Your mag is crazy. I own a copy of Gran Turismo and I whip everyone at it, but I have a small problem. I have set 7.899 seconds in my GTO Twin Turbo in the 0-400m

machine test, as well as reaching 477kph in the max speed test. Please help! I want to know if those times are one of the best in the world, Cheers.

Brother Numsee, via e-mail

Can anyone outrun the bro?

#### The Good Ol' Daze

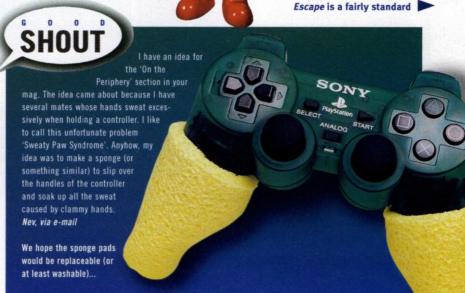
Great mag and I love the new look!

What happened to the good old days when games such as Pac-Man and Tetris



had originality? Today most games are just take-offs of old titles. Game creators need to think of fresh and innovative ideas. Ape Escape, Metal Gear Solid and Gran Turismo really surprised the game industry when they were released because they had such originality. If the industry really wants to survive it needs to put more effort into the gameplay, not just the graphics. I think the public is waiting with anticipation the release of new original titles, not new versions of games that were invented five or 10 years ago. David Newcomb, Qld

We tend to agree with your sentiment, but the funny thing is, truly original games don't usually sell very well, and none of the games you mention are truly original at all. Ape





Q. 1. In *PSM* 18 there was an article on Pinal Pantasy: The Movis. Do you have any more information on this?

2. I just bought Final Fantasy
VIII and it is the best game ever. Will you be running a walk-through in future issues?

Your new look mag rocks keep up the good work!

Brent, vie e-mell A. 1. We've been trying to get more info on the movie and will do our best to bring more news on the film as soon as possible.

2. A complete Final Fantasy VIII walk-through would take up the entire magazine, but we're currently putting together a guide for our next issue.

O. Is there any way to re-formet a Memory Cerd after it has been use for one game, so it can be used for another game totally clean? Stave Robinson, via e-mail

R. Of course. Just turn on you PlayStation without a disc in it, go to the Memory Card manager and select

Q. Is there going to be a Buffy The Vampire game? Steven, NSW

A. Fox/Electronic Arts has announced a Buffy game for PC, but there's no word on a PlayStation or PS2 version just yet.

Q. I have a complaint about racing games. In *Gran Turismo*, the ry Card Battle is ann the second player. It is also a prob-lem in *High Stakes*. Is this going to ge in *Gran Turismo 2*? Bui, vis s-mail

A. Yes, you can hear both cars in



3D platformer but with the twist of wonderful gadgets and catching rather than collecting. Metal Gear Solid is a sequel updated into 3D and Gran Turismo might be the mother of all driving games, but it's hardly a revolutionary idea! So what you really want is actually just high quality games.

#### Reject Shop

Hi there everybody! I'd like to thank you for a great mag and the demo discs - they're mad! But on to more serious matters... All of my friends that are fortunate enough to own a PlayStation have had mod chips installed in them and run pirated games. If everyone buys mod chips and pirated games, then our talented game designers will not have any more dollars to design more games. Which means there will be no more PlayStation! My grey box has no chip installed in it, nor will it ever. I'm saying that pirating should stop now!

Also, everyone keeps saying that the PlayStation2 will die in the ass and go the way Sega Saturn did (which is \$49.95 at the Reject Shop!). I agree with

Steve (Good Shout, PSM 29) that the PS2 will be the most popular games system in the world. The only thing that is sure to travel down is the price.

I hope you like the image of PS2 right up there majestically at no. 1 after it kicks the Dreamcast and Nintendo's butts! Keep up the great work on the mag the reviews are terrific! Dan. via e-mail



Thanks for the pic, Dan. No one with an IQ higher than their shoe size is saying that the PlayStation2 won't be a huge success. And tell your mates we say pirates deserve a parrot up their

#### Stirring the pot

Well, well, haven't I stirred the emotions of a few diehard PlayStation owners? Please allow me to present my rebuttal.

What a bunch of tight asses! I paid \$69.98 for my copy of Gran Turismo at Kmart over a year ago and would have spent at least 100 hours having the time of my life! Which equates to an hourly rate of approximately \$0.70.

If, like me, you only buy the best quality games (8/10 or higher), this is an extremely small price to pay. I defy anyone to show me a better time for \$0.70 an hour. The only one I can think of involves a piece of latex, some wet stuff and a loving partner!

So let's get real people, loosen your purse strings and just have fun! Stephen Jennings (AKA Pirate Avenger), Qld

#### Pocketful Of Pun

I was prompted by your article 'Weirdest Game of the Month' in PSM 29 to write to you in support of the PocketStation. Like most people, I think it's a real shame it is not coming to

Australia. When I failed to win the infamous little pest in your competition (we've got another one this month

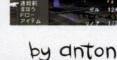
- Ed). I decided to pay the reasonable price of \$2100 (see PSM Collection issue Q1) to import one from Japan, along with a copy of Pocket Muu Muu.

Believe it or not, it is in fact one sweet game. I would also like to commend Square for the PocketStation game in the PAL release of FFVIII. In fact, I would encourage other developers to do so. The Chocobo quest is a lot of fun and alone is reason enough to own a PocketStation.

If you get a chance to buy a PocketStation (at a



GOT...TO.













reasonable price), I seriously recommend you do.

Remember, it's a Memory Card too. Many times when I have ran out of save blocks on a Memory Card, my PocketStation has come to the rescuel

Justin, via e-mail

#### Service Station

When I came across 'Any Questions?', I was particularly interested in a query sent in by Dave via e-mail regarding GT-R settings for the 'All Night Stage 2' course in Gran Turismo. If at any time there is someone who is baffled with settings for the GT-Rs or GTOs, please e-mail me at Robertsmilcic@ hotmail.com. The reason I'm doing this (if you're wondering) is because I know how frustrating it is to do the settings correctly: it took me seven to eight weeks. Now that I have mastered this I'm happy to pass on my information to others.

Also, what is the record speed (GT-R) for the Test Course in a slipstream? (Mine at present is 459kph).Is there anyone out there who can beat my record?

Here are my lap time records: Trial Mountain 2 (1:10:025), Clubman Stage R5 (36:890), Special Stage R11 (1:36:840), Special Stage R5 (1:04:836),

I have been a regular reader

the PSX, right? Wrong.

High Speed Ring (44:327). Is there anyone who can beat these records? Robert, via e-mail

#### Sinner

Forgive me o' PlayStation Lords for I have sinned: I've had a chip put in my PlayStation. Is there any way I can redeem myself? Bill, via e-mail

Just destroy your pirated games and we'll forgive you. Whether your PlayStation ever forgives you remains to be seen.

#### Lap It Up

time. No

prizes are

I think you should have a permanent competition in your mag where people send in their fastest laps or time trials, like the comp you ran to find the best gamer, except this one would be to find the best racing gamer. One page in your mag is all that's needed. You could get rid of 'A Ton of Stuff'. would like to see how good I am at games like Gran Turismo, Colin McRae and V-Rally 2. It would prolong the life of games as you try to beat the quickest

needed - to see your name month after month with the quickest lap times for Gran Turismo is enough. What do you think? Anon.

Hopefully our new 'Take Up The Challenge' feature will keep you happy. See page 98.

#### **Drives Him Crazy**

Here are some photos of my driving setup. I'm 39 and addicted to the PlayStation it's better than watching the rubbish on TV. I bought my PlayStation two years ago and use it more than my son and daughter.

I absolutely love driving games and I reckon Colin McRae is the best so far. I hired Championship Motocross and I couldn't put it down. It's "choice" and I can't wait for another one to come out. We also play Tomb

Raider and Oddworld amongst others, and cannot wait for the new PlayStation

to arrive.

I'm surprised that the ultimate game has not yet been released - Australian



V8 Supercar Series. Someone should make a game that covers the entire V8 supercar challenge that involves buying, building and racing cars. Everybody knows that the Mobil HRT car in Need For Speed is difficult to drive! I have plans for a much better setup. By the way, I'm a mechanic!

Stu Who. Qld

#### **Out Of This World**

I have been a PSM subscriber. since issue 1 and if you compare past issues there is a fantastic improvement - and I am not the only one that thinks this. Your ratings on games are fair and your reviews are 'out of this world'! In fact, as soon as I read your ratings and reviews, I go off and buy the game! Andy, NSW

#### **Get Trashed**

I know you won't print this letter, but how many letters get trashed because it starts off "I know you won't print this

> letter"? Donald, via e-mail

**Every one but** vours.

one of the most frustrating experiences I have had on PlayStation

What was Electronic Arts and MGM thinking? Had the license gone back to Rare, then a much better game could have been produced. Can't these developers see the incredible potential of a Bond game?

> Unfortunately, Goldeneye leaves TND biting the dirt. What a waste of time and money on the part of MGM, EA and Black Ops.

The game is a disgrace to the Bond name and a complete waste of potential. And don't get me started on the lack of a multiplayer mode... Ben Madden, via e-mail

# ask nina

Q. 1. I've been hearing of enti-mod chip games being released. How are they allowed to do this when mod chips ere 100 per cent legal for use with backed up copies of games that you

2. Will the glitches and bugs (such as merging, dumb Al cars, the lack of gear ratio graphs, clipping, pop-up etc] seen in the NTSC version be fixed up before the PAL version errives on January 28?

3. What's the deal with This Is Soccer? I mean, where the hell is it? I can't find it any-

# 4. Do you guys like monkeys? Jenes Cordile, via e-mail R. 1. There are more and more

games released here and around the world that will lock on mod chio machines. We applaud any move to help combat piracy. Seriously, do you really think people use mod chips to play back-up copies of their own games?

2. We take it you're talking about GT2. We think it's absolutely fabulous. Have no fear.

3. It got delayed. It's out in March. 4. Yes. There are even a few in the PSM team.

# O. Heve eny plans been made to devalop *Syphon Pilter 2*? Ben Rvagliano, NSW R. Yes, work is underway and it will

be released this year.

Q. I have a simple question for you. I read that the *Indiana* Jones game was dumped by LucasArts, but I saw it for sale at Harvey Norman. Does this meen they've changed their minds?

#### Lence, via e-meil

A. It's only for PC. The PlayStation version was canned.



since PSM 22, and have come to the conclusion that there is no better PlayStation magazine around. After playing Goldeneye on the N64 and loving it, I was delighted to find that Tomorrow Never Dies was to be released on the PlayStation. I recently rented TND expecting to find a great game. After all, what could be better than a Bond game on

TND is jerky and slow, with sub-standard graphics and awful control. The level design was shocking and the use of a weapon was



Brown Class

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# 152

TEKKEN TAG, GT 2000, RIDGE RACER V, ISS PRO 2000 - WE SHOW THE LOT!

# PLUS!

How to be the best at *Quake II* and how to finish *PFUIII*In Cold Blood - Exclusive news!
Driver 2 and TOCA 3 latest
Vigilante 8: Second Offense and many more reviewed

Previews of Duke Nukem: Planet Of The Bubes and Colony Wars: Red Sun

# On the disc

Ace Combat 3 - Playable
Music 2000 - Playable
F1 '99 - Playable
Micro Maniacs - Playable
Eagle One - Playable
And many more demos including
Gran Turismo 2, Colony Wars:
Red Sun and Micro Maniacs

# it should be a game

Think you can do better than the professionals? Then send your ideas for PlayStation games to us. We'll print the best and send a real PlayStation game to the winner. Send your entries (which must have a front cover design) to: It Should Be A Game, PSM, GPO Box 4089, Sydney NSW 1028.

THE NAME OF THE GAME

Doctor Insane was sent to us by Courtney Feeney (NSW). Courtney



'em up game designed for the G-Con 45. It was sent in by the enthusias tically named Graham Gee (NSW).

The Second Coming by Tim Bayliss (WA).

Queensland dreamt up

James Pong from Zoran Konjarsky of Victoria. Zoran hoped PSM would be "blown away" by the oe slown away' by the concept. We're still here Zoran...

THE AIM OF THE GAME

Believe it or not, Doctor Insane has an intriguing plot. As a criminal doctor, you are on the run from the police. You hope to perform a series of illegal nothing to stand in your

You have been assigned the job of recovering an expensive (and important) computer chip that has been syndicate. This chip can activate a deadly electronic pulse that can kill entire communities

appearance in this game! Jesus has returned to prepare for the finale that is Judgement Day. Unfortunately, Jesus has gotten himself kidnapped. As a religious locate and rescue him!

After travelling forward in time, Uley (Cyber Girl) is accused of being an intergalactic spy. You'll earthlings' jail, hijack a shuttle and head over and try and prove your innocence!

James Pong's goal is to destroy all things smelly The small town of Fartfield has employed you to defeat the fart forces. After a chemical with a foul stench, so it's up to you and your trusty Airozone spray can.

HOW TO PLAY

This game is half adventure and half shoot 'em up. Most of the early levels would involve shooting a lot of cops, and the rest would be collecting items and solving puzzles in order to set your devious to get your devious experiments under way

This game would be designed in a similar fashion to *Time Crisis* You'll move through levels as you try to eliminate criminal handbroom while

Someone, somewhere must have one mighty-good cellblock if He can't escape from it! Nevertheless, you'll need to scour the globe by finding clues and solving puzzles as you follow the trail to His whereabouts.

This is a one-player game that would involve many gameplay aspects. You'll hoverboard, shoot, hijack and collect items in various stages of the game. Eventually, you'll finally find your way back to Mars.

Keep an eye out for pickups and farts that are ups and farts that are lingering around. You'll have to overcome the farts by spraying them and this is where the pick-ups come in – you want to keep your supplies up. Find a gas mask when the going gets tough!

THE PSM VERDICT

Not a bad plot. If the gameplay was similarly intriguing, then Doctor Insane would be quite an entertaining play.

PSM can never get enough of games designed to be played this seems like quite a good one. The storyline could undergo some tweaking however, to allow for more gameplay twists

Sounds like a big job and the concept already solving, it could prove to be a religious experience.

Not bad, but the storyline is a tad too simple. Add some intrigue, a little mystery, plenty of surprises and what the hey, a 'spot winner on your hands!

Unfortunately, the would pass rather quickly and things would only get really, 'cause it's no







# amouslastu **n f n** Sgarbage

PSM heads for the UK to find out if the transatlantic techno-goth-rockers live up to their name when it comes to playing videogames...

PSM arrives at a swanky London hotel and as ever, wanders into the bar looking for Garbage. We find Butch Vig (legendary producer of Nirvana's Nevermind album), Steve Marker (guitarist/bassist), and Duke Erikson (quitarist/keyboardist) mid-interview with another mag. So while we wait on the sidelines for the guys to finish, we sneak a quick chat with singer Shirley Manson, who looks a helluva lot healthier in the flesh than the majority of her publicity shots would suggest. Having told her of our plan to play a few rounds with the guys, she reveals a fondness for Tomb Raider plus a rabid Tetris addiction. "Tetris is good - it's just bricks." Bless.

It's finally PSMs turn to get acquainted with the rest of the band, and we follow Butch, Duke and Steve into Duke's hotel room with all the trepidation of a virginal groupie. Butch and Steve head straight for the console while Duke beavers away at his G3 catching up on some e-mails.

First up is the mighty Wu-Tang: Taste The Pain. "I think it's cool they have their own game. We'd love to have our own game. I'm not sure what it would be, but it would be pretty intense," enthuses Butch.

"It wouldn't be violent like this one," confirms Steve

Rubbish, man! Violence and gore is strictly necessary, and thus PSM bypasses the parental lock and cranks up the Wu. Battle commences with Butch as Ol' Dirty Bastard and Steve as Ghost Face Killa. Hardly living up to his name, Butch adopts a defensive stance, while Steve becomes a dominant male (so much for his quiet reputation).

"Yeah, but it takes a lot of kicks to bring me down," replies Butch,

"I kick you more! You not run away!" Bizarrely intoned by Steve with sublime brutality

Despite their boyish antics, it's easy to hold the Garbage guys in awe. Butch not only worked with Nirvana, but has also produced such other rock lords as U2 Depeche Mode, Nine Inch. Nails and Smashing Pumpkins. Despite being slightly starstruck, a professional PSM puts such emotions aside and carries on with the game. Butch makes a comeback, catching Steve unawares. "There's something shaking my thing," he cries.

PSM pauses to think that one over and takes a second to explain the throbbing beauty of Dual Shock pads.

"I don't know if I like this rumble thing. Can I stop the rumble? It's kind of bugging me," pouts Steve.

Hi-tech, rock band Garbage is having trouble mastering PlayStation technology. PSM is starting to feel more confident.

The first game I got seriously into was probably Pac-Man. Everyone got into it. It's really old skool," says Butch.

Frogger was good," pipes up Steve, while Duke is more interested in whether or not there's going to be a remake of Ms Pac-Man (there is)

Back in the '90s, PSM ditch Wu and slip in Um Jammer Lammy.

"The Garbage game would be more like this!" Butch and Steve talk at length about the exact contents of the Garbage game. And their concept? You play the part of the rock band Garbage and you have to get them to a big gig. Features include bonus points for Platinum albums and high-speed chases with groupies.

"There would be far more of our music in it than the Wu-Tang Clan put in their game," reckons Steve.

Um Jammer Lammy starts up. PSM explains the simple art of following the symbols that flash across the top of the screen. Surprisingly for a group of guys that have notched up millions of album sales and won both MTV awards and Grammy nominations, they aren't too slick with a polygonal geetar. There's no contest as the simple concept baffles our new churns completely and their controllers are thrown down in defeat. Shame.

In an attempt to find something that tickles Garbage's fancy, PSM cracks open some Wipeout 3. All are impressed.

"Designers Republic have done a really good job on this. It's a definite hit," gushes Steve. "It's cool, it looks great. All the futuristic stuff is much cooler looking than realistic stuff. It's fun to be in a more futuristic world!" He can't be stopped.

"It's slightly more sophisticated than Centinede" points out. Butch as the guys take time to adapt to Wipeout 3s sensitive controls. After a couple of laps, Steve is racing his futuristic flymo like a natural, while Butch is no more than hover fodder for PSM.

Time's running out and there's only one more game left that might give rank outsiders Garbage a chance to prove some semblance of gaming ability - Trick N Snowboarder. As the game begins, Butch comments that, "There's some really happening, groovy tunes in this game. Soon everyone is pulling off gnarlsome moves. It's a glorious sight and as the point scores begin to rise, PSM starts to fear for its pristine 100 per cent record. Time to turn up the heat and, as the boys begin to crack under the pressure, Butch screams, "You're smoking me - I'm not very good at snowboarding.

PSM enjoys a last and final victory. Nice guys and fine musotypes they might be, but when it comes to gaming, Garbage by name, Garbage by nature. Sorry, guys.

Garbage's latest single The World Is Not Enough is out now.



河縣區級在东西推斷

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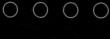


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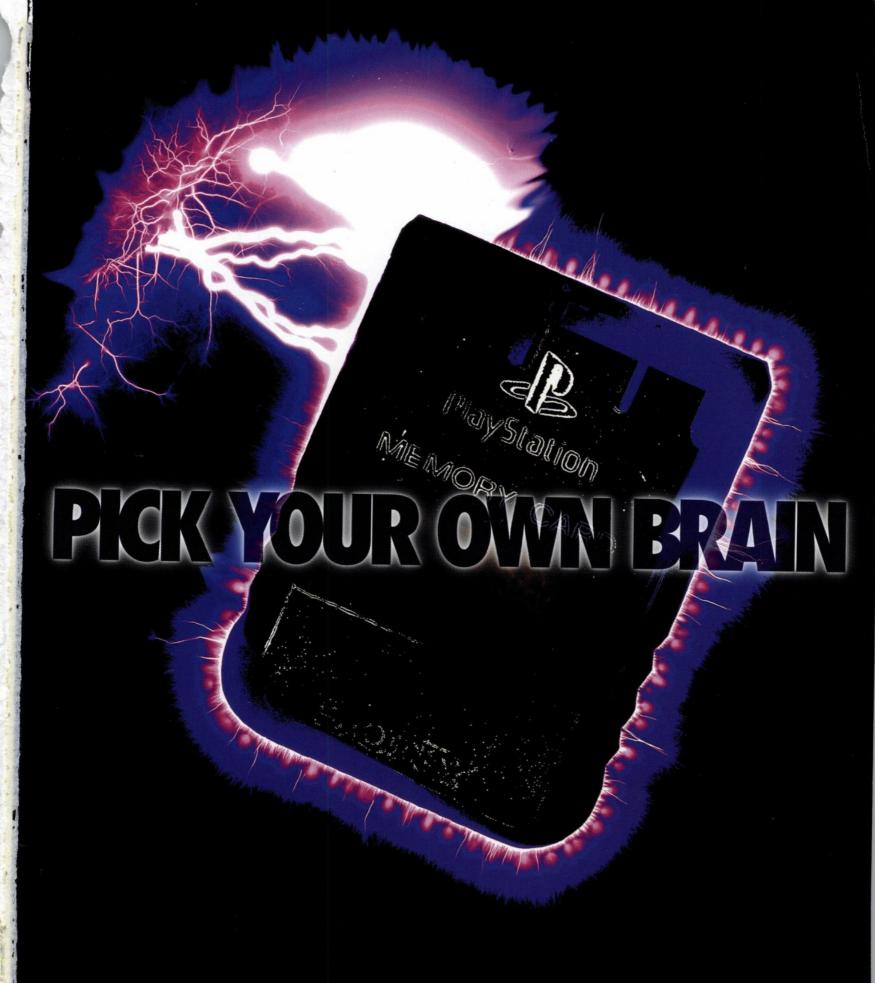
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The more should be started to





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